DON'T N AMIGA GAME UNTIL YOU'VE READ THIS

**FULL GAME. ON THE DISK. BATTLE FOR THE ASHES**

# AMIGA POWER

MAGAZINE WITH *ATTITUDE*

# FESTIVAL OF FILM

AMIGA POWER goes to the movies

**Why film licences should be strangled at birth. Usually.**

**Michael Caine and the Amiga. What's the connection?**

**WITH SPECIAL GUEST STARS: *Valhalla 3* and *Tin Toy Adventure!***

YOURS WITH ISSUE 63 OF AMIGA POWER

## BATTLE FOR THE ASHES

Experience imaginary facial hair growth as you pretend to be whiskery Graham Gooch or moustachioed Merv Hughes in this dramatic recreation of last year's Test series – but on the Amiga.

**FULL GAME**

AMIGA POWER

Future Publishing
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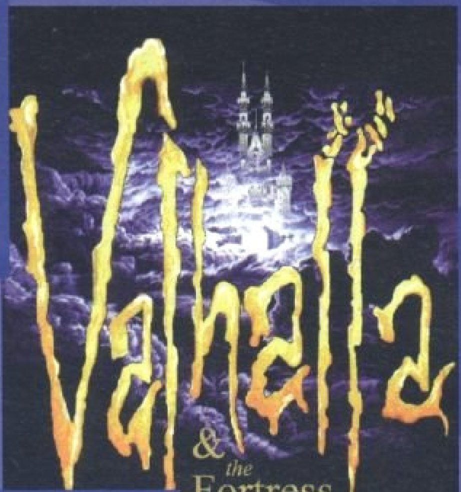
9 770961 731084 07
ISSUE 63
ISSUE 63 £4.50 JULY 1996

# Every new game, and

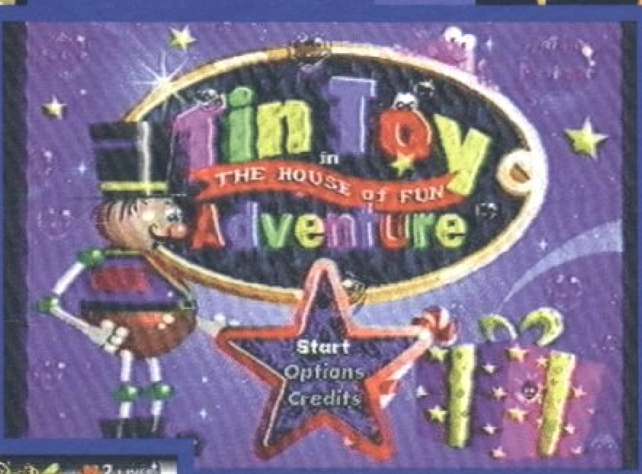
AMIGA FORMAT

The third in the Valhalla series is here but will you be taking a stroll through the Fortress of Eve? Or running a mile?


Valhalla
& the Fortress of Eve

SCORE 013325
1 LIVES
SPELLS

Mutation's latest creation boasts some great visuals. Find out if the gameplay can stand up along side the groovy graphics in our definitive review.


Tin Toy in THE HOUSE of FUN Adventure
Start
Options
Credits

SCORE 006100
2 LIVES
SPELLS

There are loads and loads of ways to die and just about every single way is depicted in this corking PD game. Read all about it in PD Select

## August issue,
## On Sale Thursday 4th July

# a lot more besides (thankfully)

## Reader Games

With games like a text-only version of Elite, a simple number guessing game and graphic adventures lasting some three screens, the Reader Games section boasts some bizarre and, occassionally, excellent home-grown software.

## Previews

*Amiga Format* are the bloodhounds of the magazine world as we sniff out any new Amiga games on the horizon.

## GameBusters

Lie and cheat your way to the top, or just to the end of the level, with our extensive hints and tips to help you get the most out of your games.

## PD select

All the best that the world of Public Domain has to offer is right at your fingers.

THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

# AMIGA FORMAT

# THIS IS... AMIGA POWER

AMIGA POWER

ISSUE 63 JULY 1996

BASED ON AN ORIGINAL LUNCH BY MATT BIELBY

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games/amigapower.html

And remember:
WE DON'T GIVE TIPS OVER THE PHONE.

WE WERE DISAPPOINTED
That the sun only ever seemed to shine when we were hunched over our desks. And that no footballer in Euro '96 has yet had the courage to say "Twist" after being given a yellow card.

ALBUM OF THE MONTH
Smashing. Pumpkins. They are smashing and they're pumpkins (if you know what we mean: Y'know, cute and squishy and nice to eat but a bit peculiar and frightening at Halloween). Melon Collie and the Infinite Sadness has not left our stereo except when we've had to put the second CD on, because it's such a refreshing change to 'up it's own arse', navel-gazing, oh-so-clever-clever Brit-bloody-Pop. And Alanis Morissette.

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Go on, tell us it's disappeared.

**AMIGA POWER IS PRINTED IN THE UK.**

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**THIS MONTH WE WERE**
Curling our tongues round your bumble bee mouth

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## REGULARS

**8 NEWS** Slightly smaller than usual on account of *Tin Toy* turning up so late but still packed with irrelevant tosh.

**30 BACK ISSUES** And more!

**34 COMPLETE CONTROL** Obviously we're not offering you complete control over everything, just a few hints and tips that might make your gaming life easier. But frankly probably won't.

**40 LETTERS** Dear AMIGA POWER, I think you all smell of wee and I would like to kill you all. HA HA HA. PS I'm mental me, just ask my mate Tarquin. I don't even know what I'm going to do next. HONK.

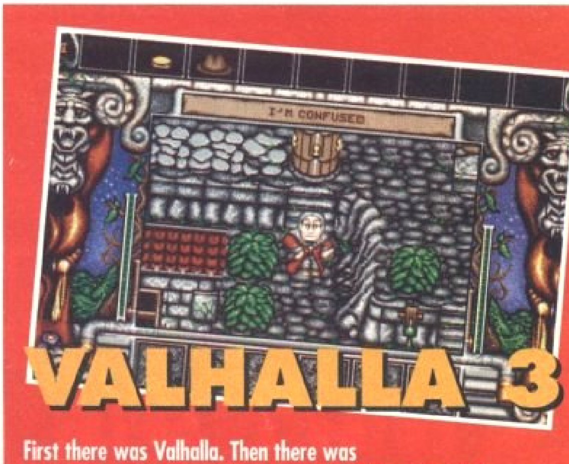
**42 READER ADS** Mad!!! Mental!!! Bonkers!!! If these sound like the sort of attributes you're looking for in a friend, we have just the people for you.

**44 THE BOTTOM LINE** We're not deterred you know. We know that there have been great Amiga games. There's some in here.

**50 THE BACK PAGE** This month we feature the return of the Right Profile, the interviews that we used to often run on the back page but stopped because they were becoming filled with tedious programmers. This month in an unusually frank and revealing interview we have a Mr A POWER of Bath caught like a moth in the interviewer's searchlight.

## FESTIVA
## OF FI

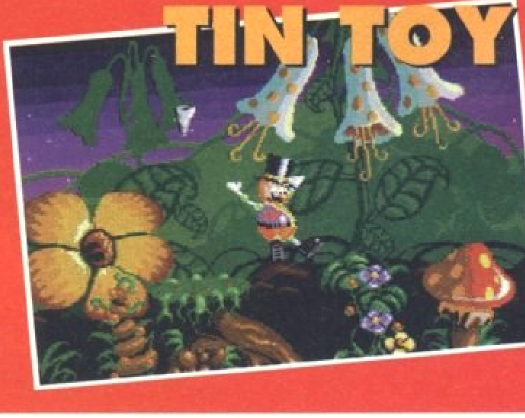
**"Oi, you lot. Get your bloody selves over to page bloody 24 and read all about me and my bloody wonderful career. NOW."**



First there was Valhalla. Then there was another one of it. Now there is a third. Of it. *(HA. – Joke Resuscitating Ed)* We hated the first two and we were nervous about the third. How did it do? The answer's on page 12.

Just when we least expected it, somebody sent us a game. And not a bad one either. Find out why the time may be ripe for yet another cutesie platformer by turning to page 14 and reading our frank, fulsome and ferocious review of…

## TIN TOY



**SUE WOULD JUST LIKE TO SAY:** "Football's dull, isn't it?"

**TIM WOULD JUST LIKE TO SAY:** "Has anybody seen my children? I had them a minute ago."

**MARTIN WOULD JUST LIKE TO SAY:** "Bye then. I'm off to that great PC graveyard in the sky."

**STEVE WOULD JUST LIKE TO SAY:** "AT LAST. I HAVE IT ALL TO MYSELF. AHA HA HA HA HA HA HA HA HA HA HA. HA."

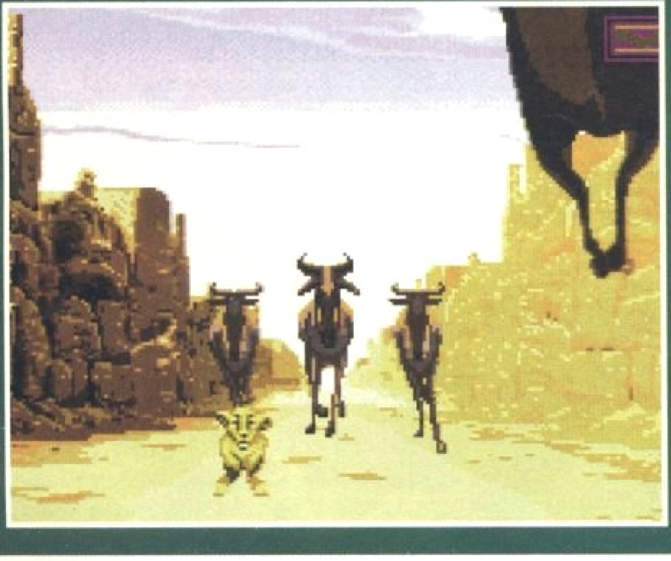
# OVER

THE MOON, BRIAN

# AL
# LM

AMIGA POWER
goes to
the movies

**The lights dim. The curtain draws back. Popcorn is rustled expectantly by the waiting fans. Some text rolls up the screen... Starring... Stuart Campbell, Revealing... The awful secrets behind film licences. On page 19.**



## REVIEWED THIS ISSUE

## JULY 1996

### FULL-PRICE

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Tin Toy ....................14
Valhalla 3 ....................12

### BUDGET

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### PD

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Inersex ....................33
Splat ....................32
Thunderdawn ....................33

We're clever, and we're not afraid to say it. Because it's summer we thought we'd give you a full cricket game to play. 'OWZAT? Not out...

## INTRODUCING COVERDISK 63

disk
63
AMIGA
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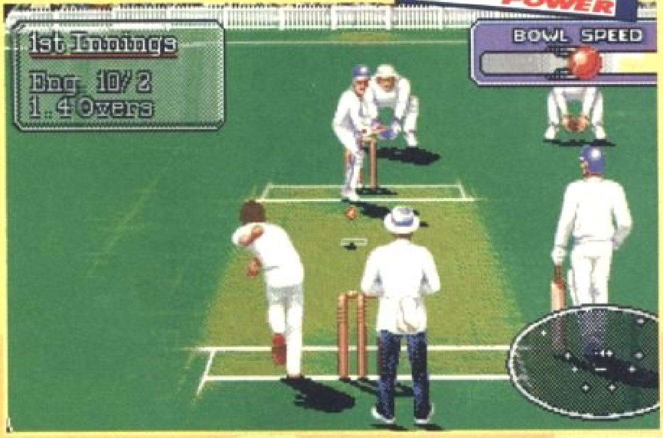

# BATTLE FOR THE ASHES

**It may not be the best game ever in the history of all things. That'll be revealed in next month's ULTIMATE ALL TIME TOP 100. But BATTLE FOR THE ASHES is certainly a great little time-waster. There's hopefully little need for us to explain that it's cricket – but on the Amiga, so your best bet is to pop it into the gaping maw of your little vanilla monster, turn over the page and read all the instructions (CAREFULLY before even beginning to think about phoning us up) and start playing our latest wonderful FULL GAME.**

Game instructions on the next page

## YOUR DISK AND YOU

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 63 Returns
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- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to TIB. Please.

- We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. HEED THE ADVICE OR BE DAMNED!

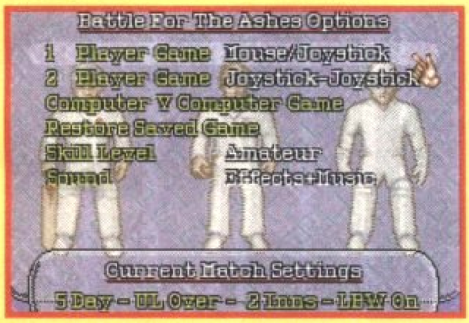
# BATTLE FOR THE ASHES

disk 63

**Originally published by:** Audiogenic

Welcome to the wonderful world of international cricket. With this month's full game you can play an epic battle for the legendary ashes as you pitch Australia against England in this feast of cricket.

Once you've put the disk in and booted up (don't worry about the screen staying blank for a long time, it just takes a while to load) you'll get the following screen:



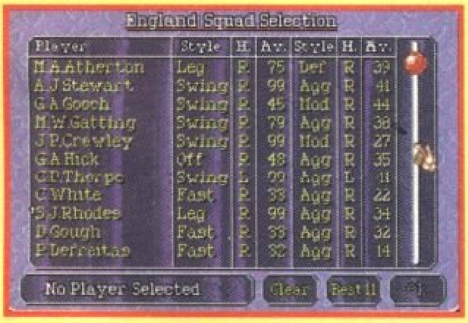
Battle For The Ashes Options

1 Player Game Mouse/Joystick
2 Player Game Joystick-Joystick
Computer V Computer Game
Restore Saved Game
Skill Level Amateur
Sound Effects+Music

Current Match Settings
5 Day - UL Over - 2 Inns - LBW On

Just use a joystick to select the kind of game you wan (two player is far and away the best, but then you don't really need us to tell you that).

Once you've done that you'll have to choose teams from the menu below:



England Squad Selection

| Player | Style | H. | Av. | Style | H. | Av. |
|---|---|---|---|---|---|---|
| M.A.Atherton | Leg | R | 75 | Def | R | 39 |
| A.J.Stewart | Swing | R | 99 | Agg | R | 41 |
| G.A.Gooch | Swing | R | 45 | Mod | R | 44 |
| M.W.Gatting | Swing | R | 79 | Agg | R | 38 |
| J.P.Crawley | Swing | R | 99 | Mod | R | 27 |
| G.A.Hick | Off | R | 48 | Agg | R | 35 |
| G.P.Thorpe | Swing | L | 99 | Agg | L | 11 |
| C.White | Fast | R | 33 | Agg | R | 22 |
| S.J.Rhodes | Leg | R | 99 | Agg | R | 34 |
| D.Gough | Fast | R | 33 | Agg | R | 32 |
| P.Defreitas | Fast | R | 32 | Agg | R | 14 |

No Player Selected

Clicking on a player selects him, doing the same again de-selects. It couldn't be easier. Click on the bizarre cricket ball on a pole to the right to scroll the screen up and down. Clicking on the Best 11 button will choose the best 11 by their averages. Somewhat surprisingly. Ahem.

After the selections are made it's away to the toss, which is self-explanatory, and then on to the game proper.

## Batting

Controlling the batsmen couldn't be easier. First, move the joystick left and right to position yourself in relation to the white square that demonstrates where the ball will pitch (see the Better Bowling panel for more on that). When the square turns grey the bowler has started his run up. As the ball comes towards you, move the joystick in one of the eight possible directions to choose what shot you're going to play. The directions are:

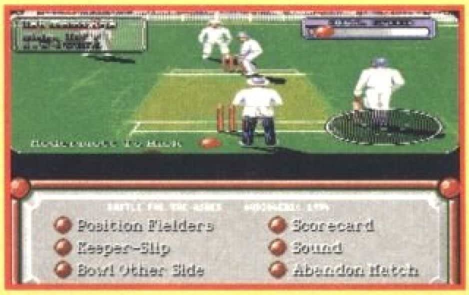
UP – Defensive
UP/RIGHT – Hook or Sweep
RIGHT – Leg Glance
DOWN/RIGHT – On Drive
DOWN – Straight Drive
DOWN/LEFT – Off Drive
LEFT – Cover Drive
UP/LEFT – Cut

These are for a right-handed batsmen, they're reversed for left-handers.

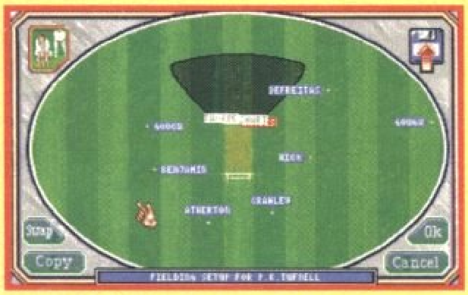
If you hit the ball and want to run, press the fire button. The batsmen will start to amble up the pitch. To make them run faster, waggle the joystick from side to side (in fact you can make them start running just by waggling). To take another run, just keep waggling. If you change your mind, press the fire button before the batsmen have crossed and they'll turn back.

## Other Options

During the game you can press 'escape' and get the following options panel up:



Abandon Match, Sound and Scorecard are all very straightforward. Bowl Other Side lets you force your bowler to bowl over the stumps instead of round them (or vice versa). Keeper-Slip lets you fine tune the positions of your wicket keeper and any slip catchers you might have. And Position Fielders brings up this overhead view:



Pointing to a player and pressing the fire button picks him up, move him to where you want him and press the fire button to drop him. If you drag him into the shaded area behind the wicket he'll join the slips and can be positioned with the Keeper-Slip option from the previous menu. Clicking on the Copy button moves the fielders to the positions set up for other bowlers. This cycles through everybody and eventually comes back to the starting point. And if you make a mistake just leave this screen using Cancel. Simple eh?

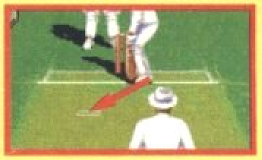
And that's about it. Anything else is just a matter of common sense – honestly. So have a good time and remember to send the Aussies packing – they'll never take The Ashes again!

THIS MONTH'S FULL GAME

## BETTER BOWLING

Learning to bowl is probably harder than anything else in *Battle for the Ashes.* There are three types of bowler; Fast, Swing and Spinner, each requires a slightly different approach.

### Aiming



Is the same for each of the three types of bowler. You get a white square that can be moved about with the joystick. When you press fire it turns grey and stops and that's where your ball will pitch.

### Fast Bowlers

Are the easiest to control. After you've aimed, just waggle your joystick from side to side to increase the speed.

### Swing Bowlers

SWING DIRECTION
OUTSWINGER

Before the bowler will bowl you have to decide whether you want an inswinger or an outswinger. The direction that the ball will swing is shown. Press fire.

SWING EFFECT

Then it's back to a bit more of the old manic joystick waggling to decide the amount of swing you impart.

### Spin Bowlers

SPIN DIRECTION
OFF BREAK

Spin is just like swing in practice. First decide whether you want to bowl a leg break or an off break.

SPIN SPEED
LEG SIDE
OFF SIDE

And then waggle away to decide how much spin there is.

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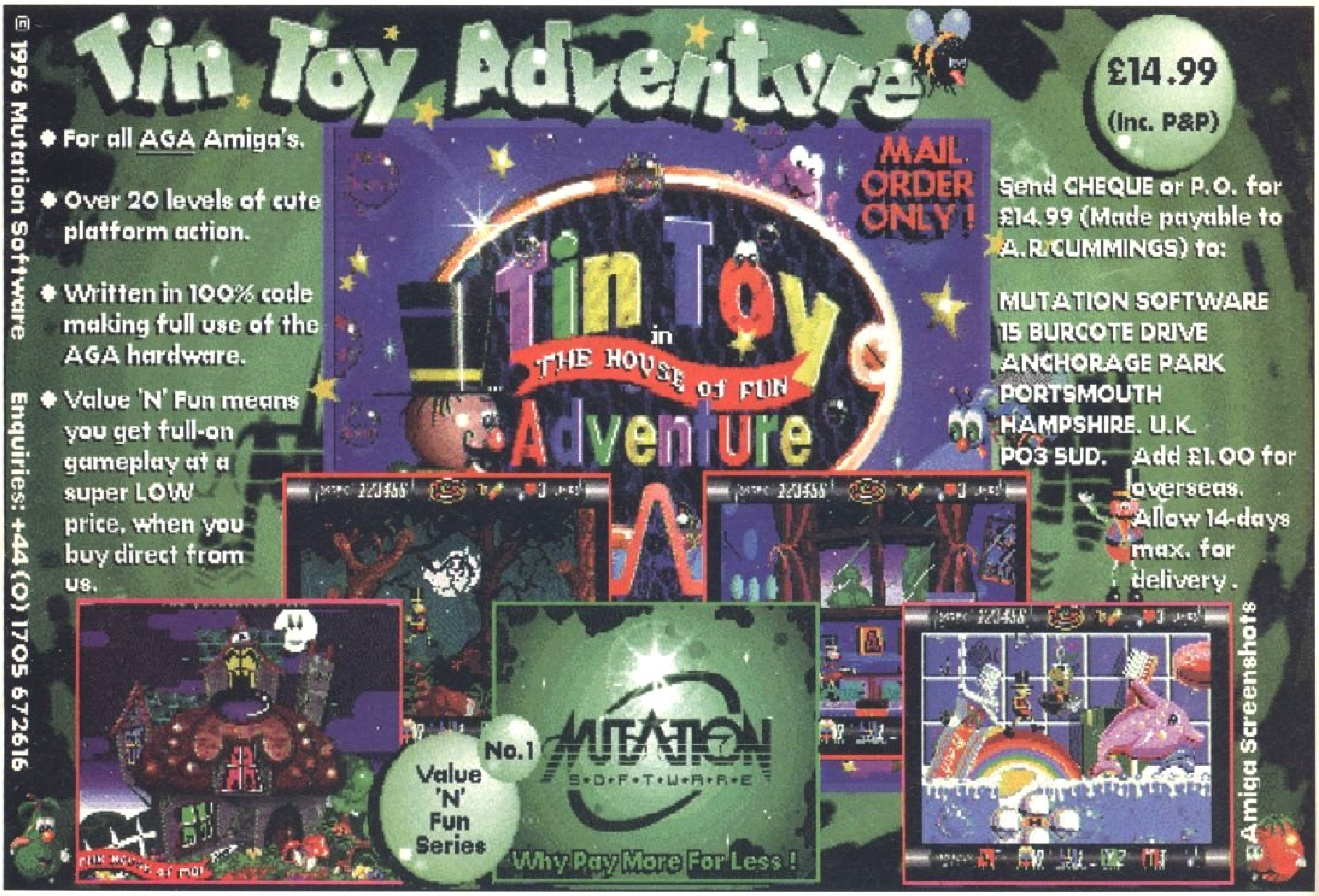
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# TRUE STORIES

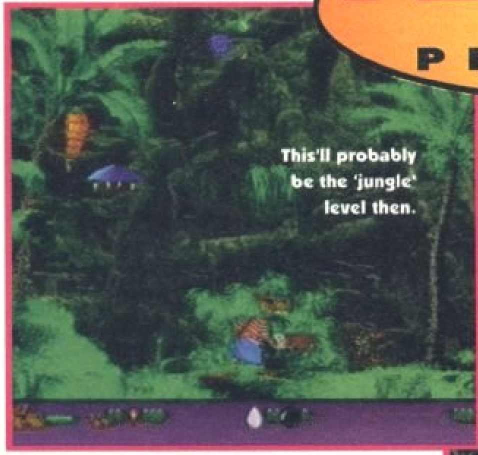
**Will our dissemination of essential information ever cease? Probably, but it's not going to happen this month.**

# KANG-FU

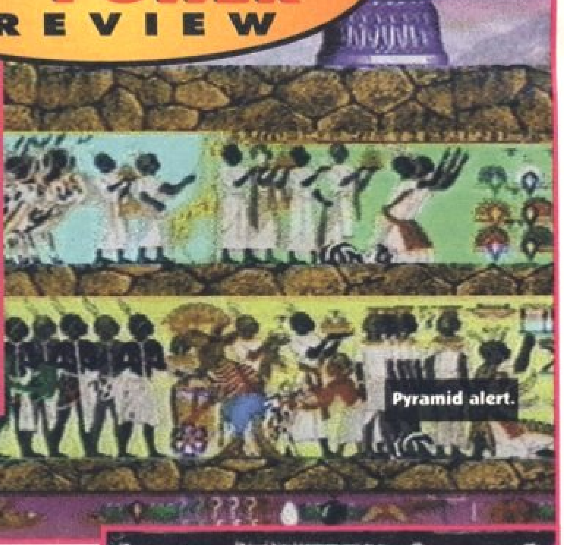
AMIGA POWER PREVIEW

### The Dutch go ape for kangaroo-related tomfoolery.

**Runs on:** CD AGA Amigas
**Publisher:** GREED
**Authors:** In house
**Price:** TBA
**ETA:** July/August



This'll probably be the 'jungle' level then.



Pyramid alert.

New games being about as rare as bad songs on a Smashing Pumpkins album these days, it was a pleasant surprise to us all here when we heard from some kindly sounding Dutch people about their new game *Kang-Fu*. For some reason, which we hope has nothing to do with it being cack, they only felt able to send us a video of the game for our preview along with a few words (on a piece of paper, natch). However, as inspecting the mouths of gift-horses too closely isn't clever (or so granny said) and as they promised to send us the completed game before too long we've decided not to be churlish about it and do a preview.

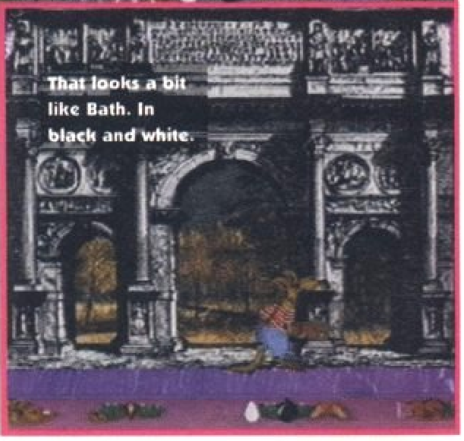
GREED (an unusually forced acronym standing for GREat Effects Development) have taken the practically unique step of designing their game to work with AGA CD Amigas, which we think means the CD32 and an A4000 or A1200 with a CD-ROM drive, which will surely help it sell by the bucket-load and prove the saviour of the Amiga. Oh yes.

> "Isn't clever (or so granny said)"

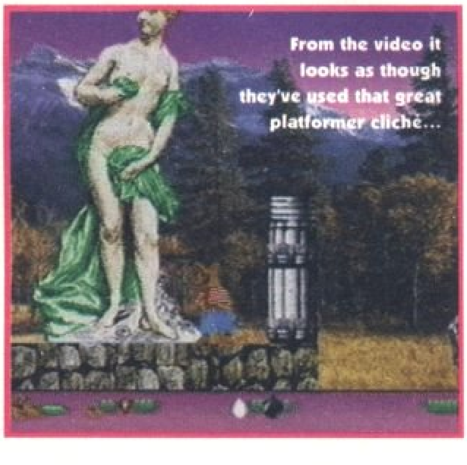
Anyway, the game is a scrolling platformy affair featuring that renowned Dutch marsupial, the Kangaroo. There are 10 levels featuring superior-quality graphics, your kangaroo is armed with a machine-gun, his boxing gloves and his boomerang, of course, and there are lots of baddies, power-ups and tokens to collect. All startlingly original we're sure.

According to the great minds of Amiga Format it also features "dual playfield HAM screens" but we've no idea what that means (and suspect that they haven't either). It sounds impressive though and no doubt explains why the game will come on CD. We expect to see the full game within the next issue or so…

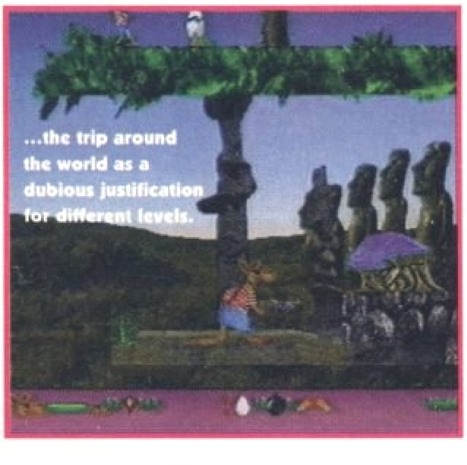
● *STEVE FARAGHER*



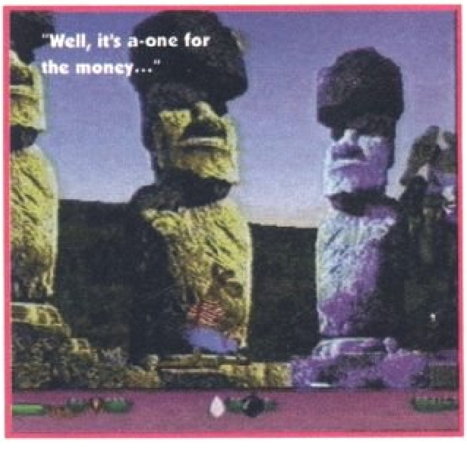
That looks a bit like Bath. In black and white.



From the video it looks as though they've used that great platformer cliché…



…the trip around the world as a dubious justification for different levels.



"Well, it's a-one for the money…"

# TALKING HORSE

## The Walker is dead, long live ED?

As you probably know by now, Amigatech has been sold again and bought this time by an American company called Viscorp. The first move of the new owners was to scrap the disastrous-looking Walker computer.

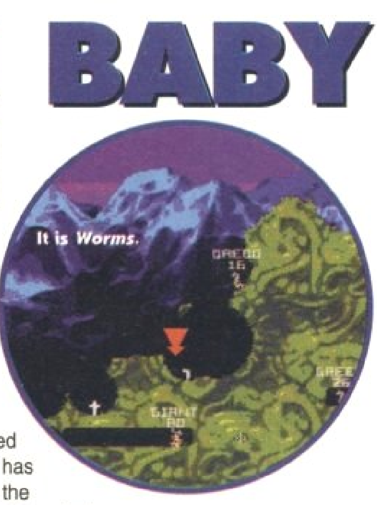
Viscorp will be using the Amiga as the heart of their ED (or Electronic Device), a black box that will provide Internet, games and telephone services to the user. Americans are going crazy for this sort of idea at the moment and it seems that nobody's so far been tactless enough to remind anybody about the disastrous CDTV. Oh well.

Apparently Viscorp are using the Amiga for their purposes as it is 'a cost-optimized computer', or cheap as it's known in English.

An 'ED' in all its glory. Good job they chose black for it so it'll stand out from any other techie gear.

# TURN BABY TURN

## Somebody needs to give Team 17 a pill.



News has reached our shadowy network of trained counsellors that Team 17 has two new *Worms* things in the pipeline. The word on the couch is that we shall shortly be treated to *Worms Reinforcements*, a cheap and cheerful stocking filler to go with the original game featuring new levels and the like.

Then much later this year (in time for Christmas, perhaps?) we'll see *Worms 2* which won't be 3D, oh no, not at all. Apparently.

In the meantime, *Alien Breed 3D2*, seems to have hit those production problems that are plaguing almost every release at the moment. Does anybody remember *Championship Manager 2?* We do.

# NEXT MONTH

## It's the (eventual) return of The All Time Top One Hundred.

If there's one thing that we're surprisingly strong on at AMIGA POWER, it's tradition. Since its conception in AP13 The All Time Top 100 has consistently been one of our most popular features.

So imagine our surprise when we discovered that we'd forgotten to do it this year. As you can imagine, questions were asked, leading to some behind the scenes hiring and firing to make absolutely sure that this sort of thing never happens again.

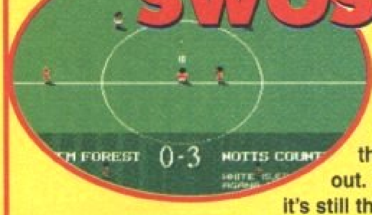
So it's with a great deal of pleasure that we're able to announce that next issue will see the Ultimate All Time Top 100 as chosen by the greatest games journalists and reviewers ever. We'll also be canvassing the opinions of plenty of people in the games industry.

And, in respect to another fine tradition, we'll be expecting you to be sharpening your pencils, ready to cast your votes in the ensuing Reader's Top 100.

# AMIGA POWER RECOMMENDS

## The best of recent months indecently displays all for your pleasure.

### SWOS 1996



**(AP57, 96%)**
It's been recommended in one way or another in every AMIGA POWER since the original incarnation came out. And deservedly, because it's still the finest football game of ALL TIME EVER with its superbly subtle control system and it's steeply pleasing learning curve.

### ZEEWOLF 2

**(AP57, 90%)**
Local lads Binary Asylum have released two games – and they've both been cracking helicopter-style hits. *Zeewolf 2* picks up where the other one left off and throws in some vehicle-changing gimmickry to add the final enticement that must convince you to buy it. Providing that you haven't done so already of course.

### SLAMTILT

**(AP60%, 90%)**
The latest in the fantastic run of pinball games from 21st Century. However, we don't recommend that you buy this game. You should instead turn the page and enter the competition that'll let you win one with only slight personal embarrassment.

### CIVILIZATION

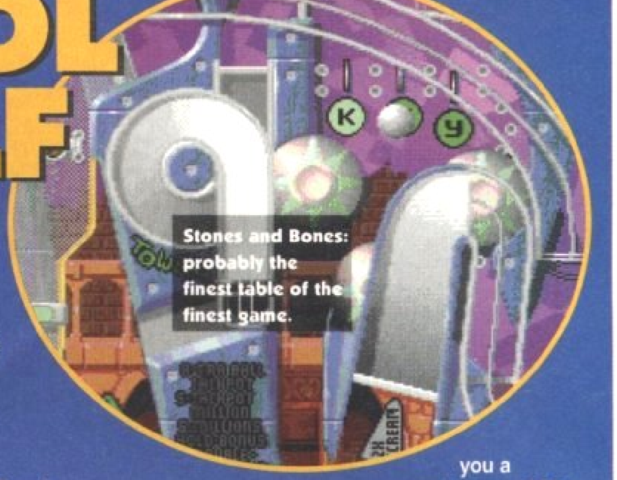
**(AP57, 93%)**
The King of programmers writes the King of strategy games and nobody's very surprised. There are few more sophisticated, intriguing games out there. Where else can you spend 4,000 years conquering the world – but on the Amiga? We like this one a lot. Oh yes.

### ALIEN BREED 3D

**(AP56, 91%)**
Until the long-awaited number two turns up we'll just have to content ourselves with a few more goes on this magnificently moody *Doom* clone from lovable funsters and all-round nice-guys Team 17. I had that Steve McGill in the back of my cab once. Did you know that?

# MAKE A FOOL OF YOURSELF

Just think. This could be yours.



Stones and Bones: probably the finest table of the finest game.

## WIN a bloody great load of Pinball Fantasies, Illusions, Mania and Slam Tilt.

It's competition time here on AP and looking back through the last few issues, we've decided that we've clearly been far too easy on you recently.

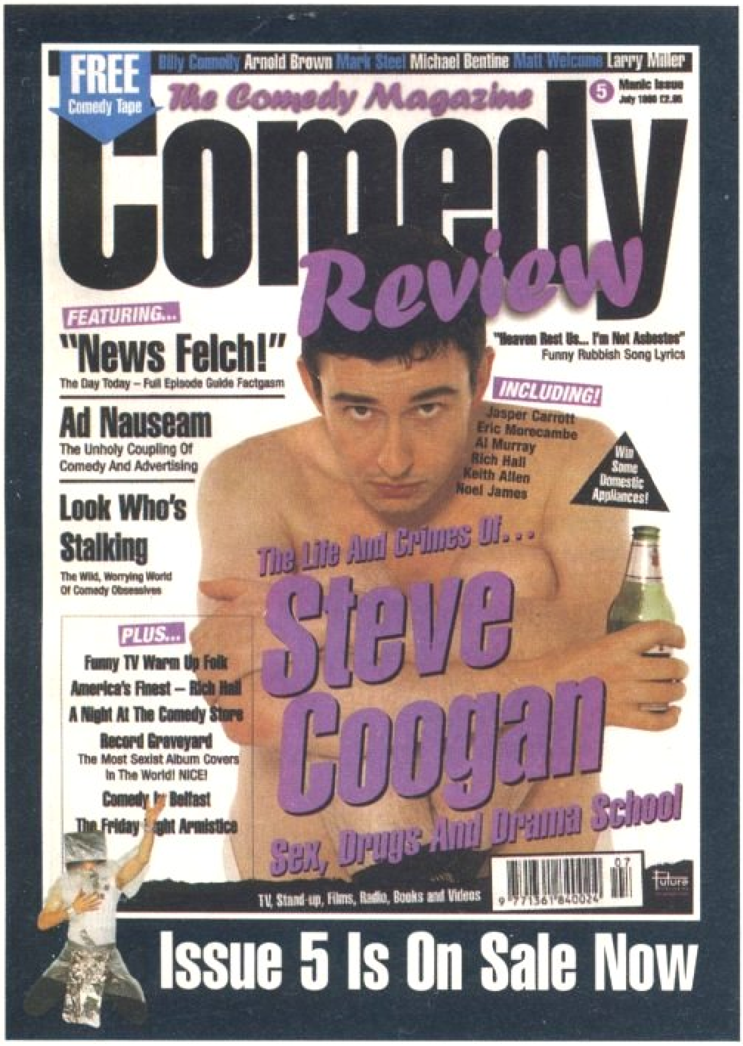
So this time you're going to have to do a bit of work to get your prize.

Take a look at Who Do We Think We Are on the opposite page and decide which Michael Caine role you'd most fancy yourself in (and don't choose any of the ones we have, unless you think you can do them better...)

Get yourself down to a photo booth or get a friend to photograph you looking either as convincingly like Michael Caine as you can or as amusingly like Michael Caine (depending on the role you've chosen) and pop it into the post to us. We'll print the best five and send each of you a complete set of 21st Century pinball games. The best of all will also receive an AMIGA POWER goody bag stuffed with wonderful and exclusive things like, ooh, sweatshirts and games and all sorts of other tat that's lying around the office.

### The Rules

1. All entries must be received by the 31st july 1996 or we'll burn them.
2. No entries from employees of Future Publishing or 21st Century.
3. The Editor's decision is final, definitive, conclusive and usually suspect.
4. Send them to: Stop Throwing Those Bloody Spears Compo, AMIGA POWER, 30 Monmouth Street, bath BA1 2BW.



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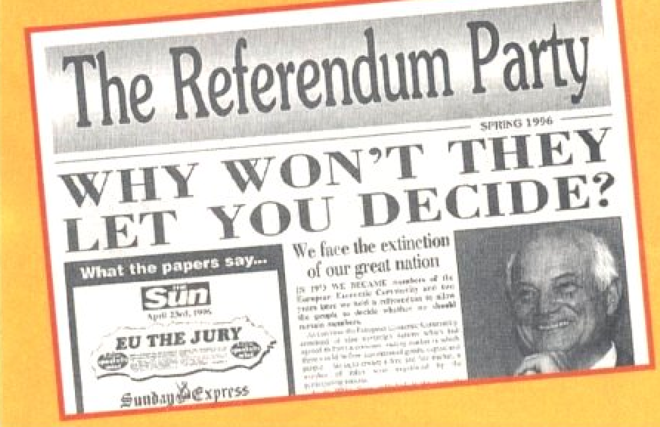
# MYSTERY PRESS RELEASE CORNER

## The Referendum Party

We've known for some time now that AMIGA POWER is the home of some of the most radical and sophisticated political thinking in the country. A fact that has finally been acknowledged by one of this fine country's leading political players, Sir James Goldsmith.

When he rang up the other week we were, sadly, all out, but undeterred he immediately mailed us his Referendum Party campaigning newsletter filled with dire warnings about the extinction of our great nation. Pillock.

That we should have drawn the attention of so large and upstanding a figure as Sir James has caught us a little by surprise. The only thing we know about him is that his daughter married Imran Khan, the cricketer. Let's hope that this all dies down now and we never hear from him again.



The Referendum Party

SPRING 1996

WHY WON'T THEY LET YOU DECIDE?

What the papers say...

The Sun

April 23rd, 1996

EU THE JURY

Sunday Express

We face the extinction of our great nation

**Once upon a time, this page was where people who reviewed the games talked about them. And then they used to talk about other things. But now, in a dramatic reinvention of itself, people who haven't reviewed the games talk about something completely different – namely which Michael Caine character they'd have most liked to be.**

# NOT A LOT OF PEOPLE KNOW WHO WE THINK WE ARE

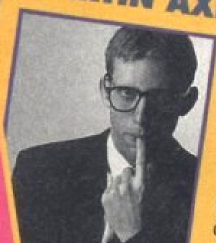
## STEVE FARAGHER

"I was going to say that I would've been Peachy Carneham from The Man Who Would Be King, as it mirrors my meteoric rise from a humble footsoldier to the status of supreme ruler. But then I remembered that that it ends up with him stumbling round with his mate's head in a bag, so I'll go for Baxter Thwaites, the "green fingered" British consulate from Water who makes the most of his "personal crop", if you know what I mean.

## SUE HUNTLEY

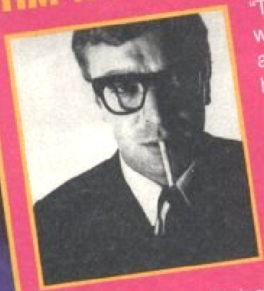
"It's hard to relate my experiences as sole female team member of AMIGA POWER to an aging cockney actor, even though we've both got blond hair and need glasses. So instead I'd chose Julie Walters as Rita in Educating Rita, who rises above the lowly expectations of her upbringing, casts off the stereotypical role forced on her by her class and sex and triumphantly becomes a MIGHTY BEING."

## MARTIN AXFORD



"Because my entire world, indeed, my entire soul, is devoted to football, I'd have to be Captain John Colby from Escape to Victory. Although it must be said, coaching a team containing Pélé and Bobby Moore and still only getting a four-all draw is a bit of a crummy result. I blame the poor Prisoner of War rations, baggy shorts and Sly Stallone in goal."

## TIM NORRIS

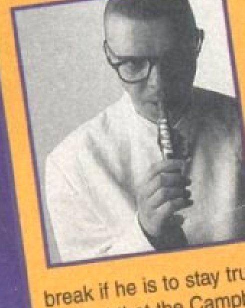


"Try as I might to find a film where Michael Caine played a middle-class house husband with two small children, I can't. I therefore surmise that a) I have nothing in common with the man b) you only did this so you could all dress up (again) and c) since I wasn't invited to come along to the photoshoot, I'm not playing along with it. So yaa-boo."

## CAM WINSTANLEY

"Being, as I am, well over nine feet tall, I've always wanted to strike fear into the hearts of men, so Jack Carter from Get Carter seems a good choice. However, people frequently and openly laugh at me, so I could never live up to such a hard man image. Instead, I choose Lt Col Vandeleur from A Bridge Too Far, who stares in bewilderment as his regiment of tanks are reduced to burning slag while he helplessly looks on. Passively watching your life altered by the actions of others is a twentysomething world view that I find particularly fitting to my own situation."

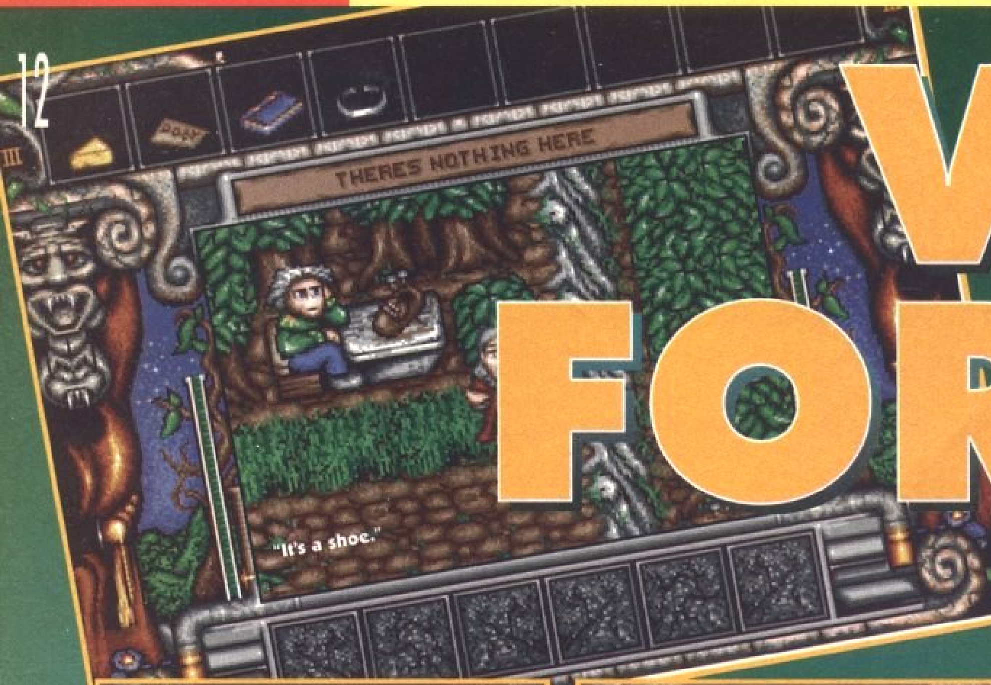
## STUART CAMPBELL



"A lifelong and ardent Scot forced by the pressures of work to live amongst the English, the role that I most identify with is Colonel Kurt Steiner in The Eagle Has Landed. As a German officer attempting to assassinate Churchill in England he, like me, is forced to live a secret life amongst his sworn enemies, making bonds of friendship that he knows he must break if he is to stay true to his national identity. Of course, the fact that the Campbells sided with the English at the Battle of Cullodden muddies the crystal-clear analogy slightly, but it works ever so well up to that point."

### HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather be Bob Hoskins.



"It's a shoe."

# VALH FORTRE

## Welcome to church, will you all be seated?

**Runs on:** A500, A600, A1200
**Publishers:** Valhalla
**Authors:** In house
**Price:** £18
**Release:** Out now

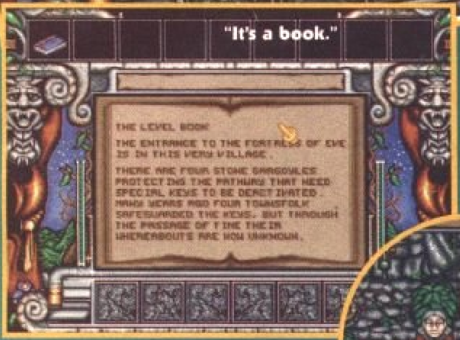
Today's sermon, brethren, is inspired by the Book Of AMIGA POWER, Issues 1 to 63.

"And The MIGHTY BEINGS spake forth, saying unto the multitude, 'Listen to us, for we know the TRUTH. The playing of games is our meat and drink. We have played more games than any among you have seen in your lifetimes, for yea, verily, WE HAVE PLAYED THEM ALL. We judge them. And we pass those judgements on to you. Because we're nice like that. And we know what aspects of games are Good, and know we also those which are Bad. And when we point them out it is our fond hope that designers and programmers will take heed as much as punters. For it is our aim to make the World a better gaming place. But despair is often upon us, for many do not heed and continue to make the same mistakes time and again.'"

I think, brethren, that what AP is trying to say here is that we can all learn from our mistakes. I can think of an example from my own life where, by failing to follow the advice of The Good Mag, developers released a series of three quite appalling games. They refused to learn from their mistakes.

First there was *Valhalla*. Cam Winstanley reviewed it in AP39. It was an adventure game with a pointless plot and it involved walking around, picking things up and then using them to solve puzzles. He hated it so much he was afraid he might commit a terrible act of violence. It was a 'talking game', but he hated the inane chatter. "It won't fit," the character would say. Again. And again. It annoyed Cam. He hated the pointlessness of the puzzles. Most of all he hated the arbitrary and unfair way it killed him every once in a while. He gave it 19%.

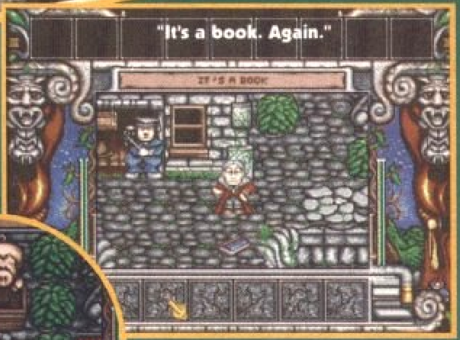
Second there was *Valhalla: Before The War*. Jonathan Nash reviewed it in AP47. He hated the arbitrary and unfair deaths. He hated the still inane speech. He hated the way levels were made to seem unnaturally large by spreading the objects and


"It's a book."

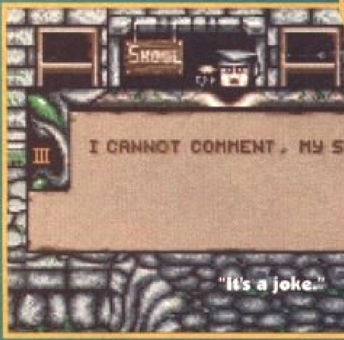
THE LEVEL BOOK

THE ENTRANCE TO THE FORTRESS OF EVE IS IN THIS VERY VILLAGE.

THERE ARE FOUR STONE GARGOYLES PROTECTING THE PATHWAY THAT NEED SPECIAL KEYS TO BE DEACTIVATED. MANY YEARS AGO FOUR TOWNSFOLK SAFEGUARDED THE KEYS, BUT THROUGH THE PASSAGE OF TIME THEIR WHEREABOUTS ARE NOW UNKNOWN.

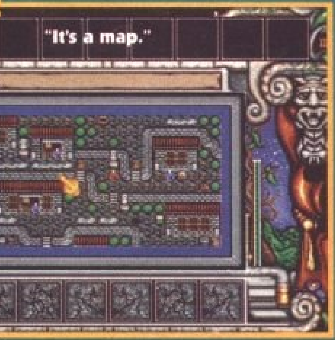

"It's a book. Again."

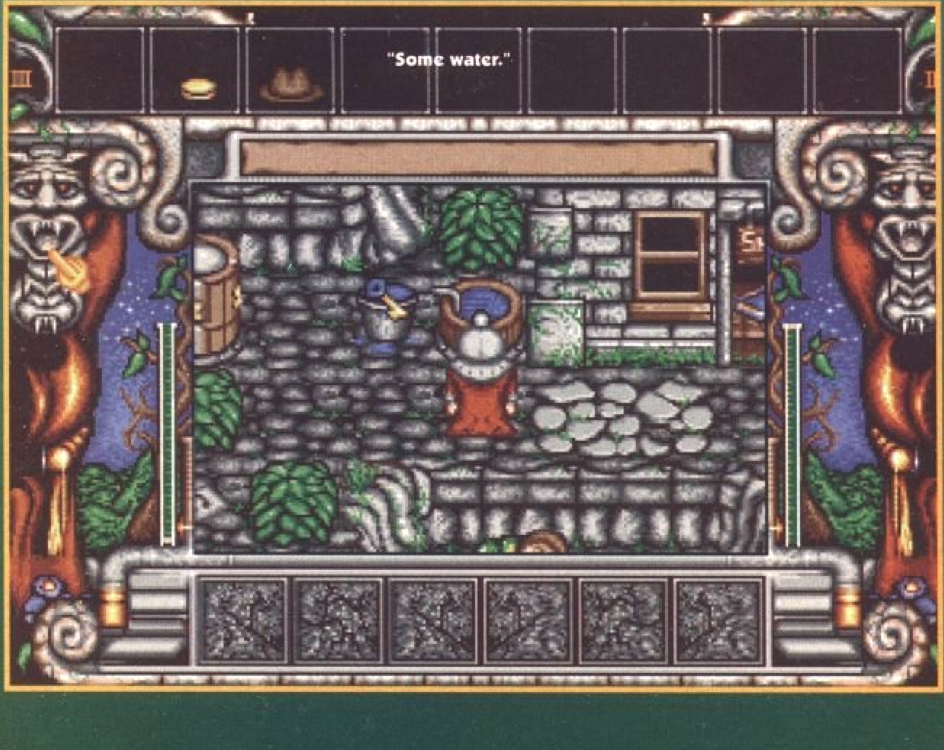
"It's a pig."



I CANNOT COMMENT, MY SON

"It's a joke."


"It's a map."


"Some water."

## THINGS THAT ARE GOOD

**1. The King stands on tiptoes when you ask him to look at something.**
**2. The sound of the King's footsteps changes as he walks on different surfaces.**

# ALLA: THE SS OF EVE

puzzles over a wide area, often requiring the player to walk from one side of the map to the other to collect the items needed to solve a simple problem. He hated a great deal more besides. He gave it 19%.

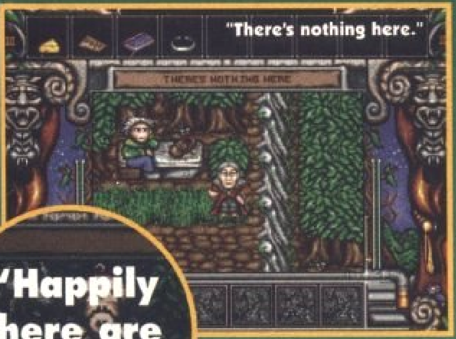
## DELIVERANCE

Now there's *Valhalla: Fortress Of Eve*. Tim Norris was supposed to be reviewing it for AP63 but such was the frustration caused by the game that he felt compelled to re-program the office A600 with a softball bat and shan't be able to concentrate on writing for some time. It seems, from what he said as he began to belabour the poor computer with heavy blows of his trusty aluminium bat (a 34 inch, 30 ounce "Bomber" by Louisville Slugger), that no one involved in the *Valhalla* project has learned from their mistakes.

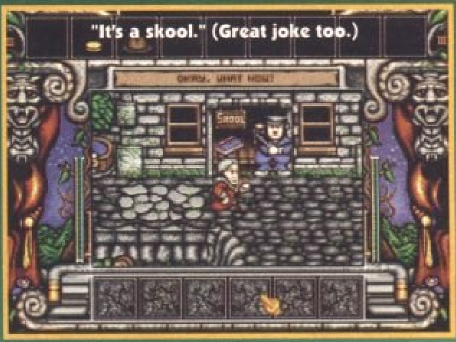
There is still, he ranted, no atmosphere. Neither of the first two had any, and nor does this one.

The speech, he yelled, as dangerously large shards of cream-coloured plastic splintered off the A600 and ricocheted round the room, is still annoying. It's still cleverly implemented, but it's still annoying. And when you reach the later levels (happily, he says, there are only four) it stops telling you what everything is, just as it did in *BTW*, and says instead, "You know what that is." Plainly, since you asked, you didn't. Pah.

The levels, he screamed as we tried to prise the bat from his grasp, are still made to look artificially large by spreading everything over a wide area. Solving a problem is as much a matter of patience and perseverance as of intelligence and ingenuity. And It's all made worse by the tediously labyrinthine design of the levels. And you're provided with a map, so even finding your way about is just a test of will power.



"There's nothing here."



"It's a skool." (Great joke too.)

**"Happily there are only four"**

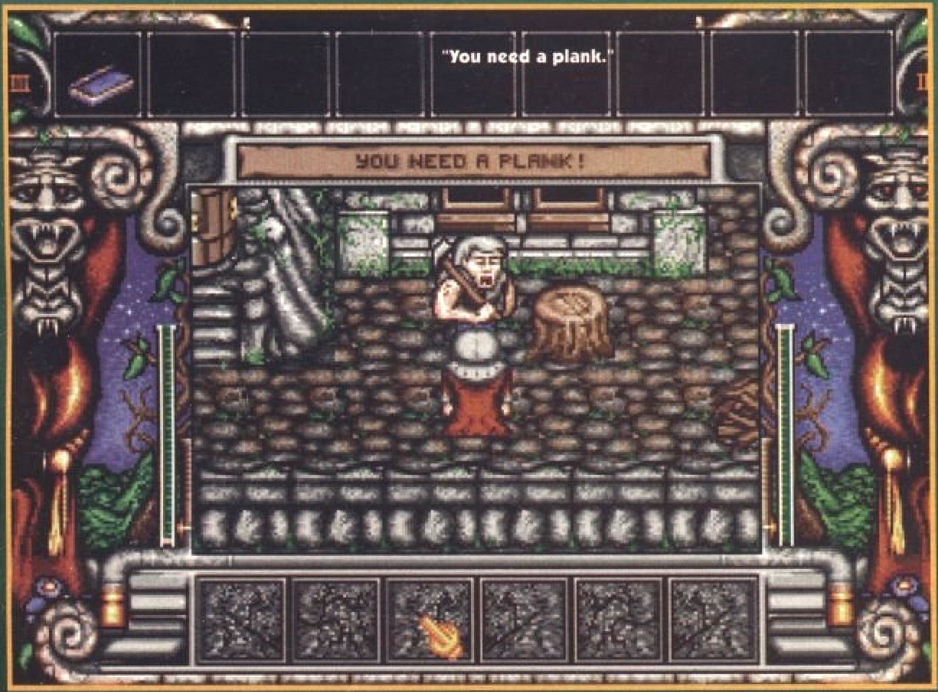
The puzzles, apparently, are still irritating, but at least the game doesn't arbitrarily and annoyingly kill you whenever it feels like it. You can only save one position per level as well. Which is equally annoying. So Tim says.

It seems that SOMEONE didn't listen to the MIGHTY BEINGS. They were told what was wrong with the first game and the failed to put it completely right for the second. They were told, in some detail, what was still wrong with the second game and they have now failed to put it right for the third. The result is a thoroughly terrible game, made all the more dismal by the fact that we felt confident we could expect something better, especially after all the negative things AP said about the earlier instalments of the saga. At least it costs only £18. And the sound of your character's footsteps changes as he walks on different surfaces.

And the moral, oh most beloved brethren, is that you should always listen to the advice and opinions of those around you who demonstrably know what they're talking about. If someone says that a character saying, "It doesn't fit," in a whiny voice becomes extraordinarily irritating after the first 262 times, MAKE IT STOP SAYING IT. If someone says that problem solving is a test of mind power, not labyrinth navigation, PUT YOUR CLUES NEAR YOUR PUZZLES. If someone says that making pointlessly large labyrinths is dull, STOP MAKING THEM. And so on. There were countless other examples in Tim's rant, but we were too busy dodging the lumps of circuit board and trapdoor covers to be able to report them fully.

And that concludes today's sermon. The village fête will be held in the Church Hall this coming Saturday, or the vicarage garden if wet. I hope to see as many of you there as possible, and don't forget that you'll burn in Hell for all eternity if you can't make it. Go in peace.

● THE REVEREND ARCHIBALD FITZDOUGLAS



"You need a plank."

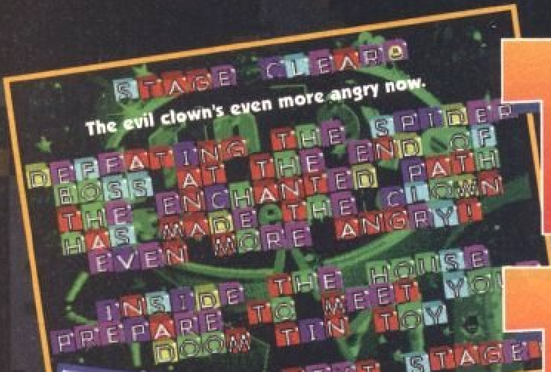
▲ **UPPERS** Pretty pictures. Technically clever speech. Appropriate sound effects. It's cheaper than before. No arbitrary deaths.

▼ **DOWNERS** Most of the things that were wrong with the first two games are still wrong. With this one.

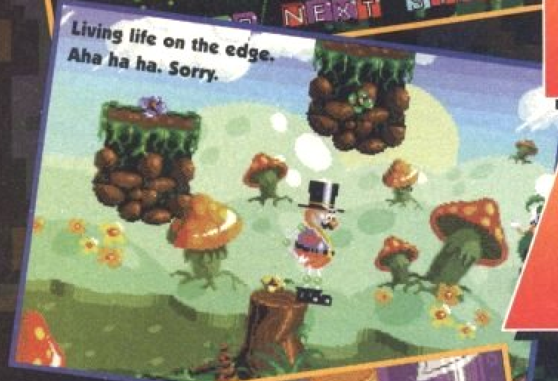
### THE BOTTOM LINE

**It's a marginal improvement over the earlier efforts. But it's just not enough.**

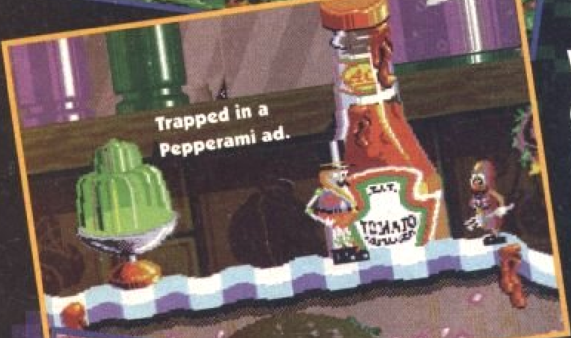
**20** PERCENT



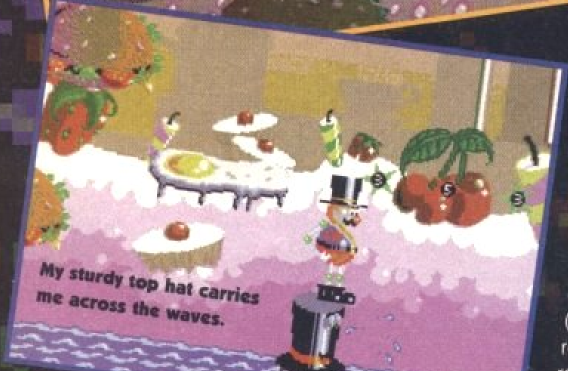
The evil clown's even more angry now.



Living life on the edge. Aha ha ha. Sorry.



Trapped in a Pepperami ad.



My sturdy top hat carries me across the waves.

# TIN TO
# THE HO
# ADVEN

## If length of name were genius this game would be Einstein. It isn't.

**Runs on:** A1200
**Publisher:** Mutation Software, 15 Burcote Drive, Anchorage Park, Portsmouth, Hampshire PO3 5UD. (01705) 672616
**Author:** Adrian Cummings
**Price:** £15 (mail order only)
**Release:** Out now

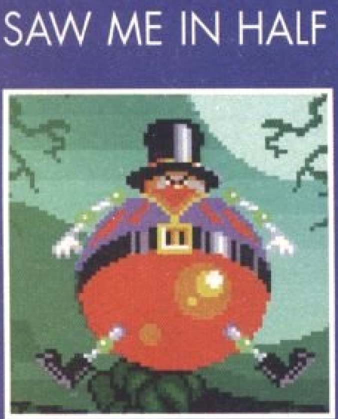
AMIGA POWER is often and increasingly accused of being overly harsh in its game reviews. "Why oh why," moan our detractors, "do you insist on being so tough on all the games you review when the Amiga market (Hnnnngh) needs all the help it can get?" The reason is simple, vacuous ones. Shamelessly recommending poor games to the people you want to support the Amiga is the wrong way of doing things. When somebody gets home with a game they've been told is great and opens it up to find that it's a sub-standard, out-dated, startlingly unimaginative piece of repackaged shareware they feel ripped off. And they look at the games that are being produced for the likes of the PC and the Playstation and they, not surprisingly, want to have games like that. And with the Amiga they can. The best Amiga games stand shoulder to shoulder with the best games on any other format. But only the best. So we'll never recommend a game for the 'good of the market', we'll recommend a game ONLY if it's any bloody good and not otherwise. That's what we've always done. That's what we'll always do.

Which brings us to *Tin Toy In The House Of Fun Adventure*, giggling nervously as it waits in the wings of the Amiga theatre, swallowing drily as it peeks through the cracks in the curtain at the stern-faced AMIGA POWER sitting in the front row of the audience. Will it please? Will it fail? There is only one way to find out. Remembering Marge Simpson's timeless advice it pushes all the hurt, pain and uncertainty way down as far as it will go and puts on a happy smile. *Tin Toy In The House Of Fun Adventure* steps onto the stage.

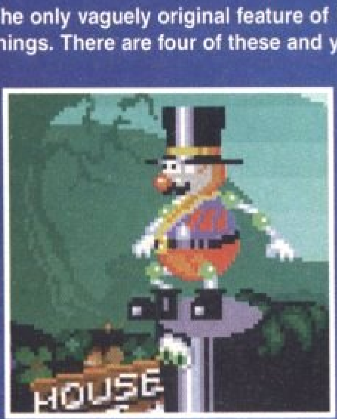
*Tin Toy* is a good-looking game; bright, colourful backgrounds and sprites abound. It is a classic platform game: There are monsters to be avoided, power-ups to be collected, secret rooms

## SAW ME IN HALF

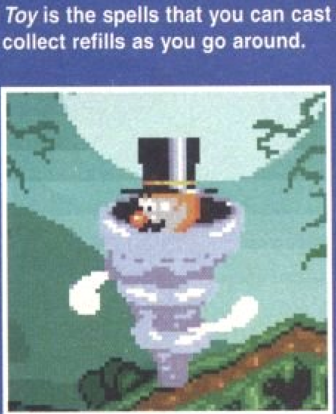
**The only vaguely original feature of *Tin Toy* is the spells that you can cast to make your character do unusual things. There are four of these and you collect refills as you go around.**



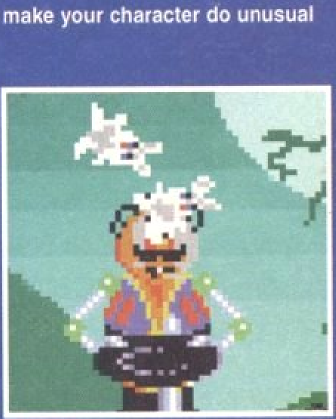
**INFLATE**
**Blow yourself up and you float high into the air. Handy for getting to secret rooms and over water. Or frightening small children.**



**PLATFORM**
**My personal favourite. Create a walking top hat that can be used as a temporary, mobile platform. Stylish and practical.**

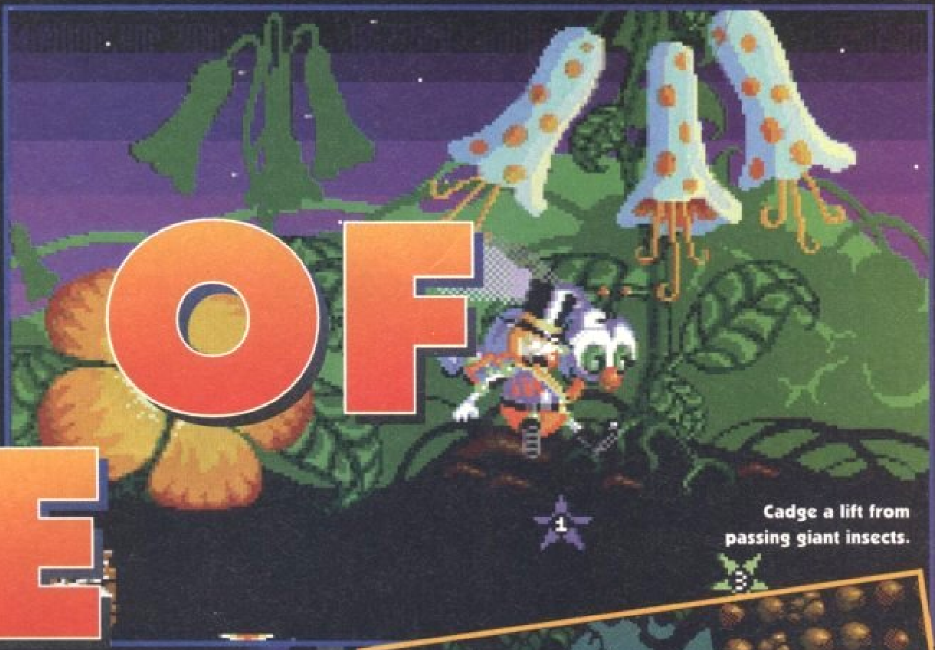


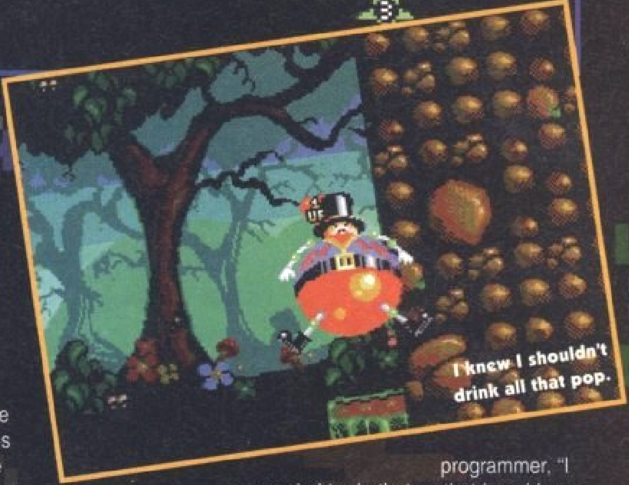
**WHIRLWIND**
**Transform yourself into an invulnerable whirling dervish. This spell's best preserved for end-of-level bosses.**



**SMART BOMB**
**Whip out your hat, mutter the incantation and some deadly stars will appear that hunt out your on-screen enemies.**

# Y IN USE OF TURE


Cadge a lift from passing giant insects.


I knew I shouldn't drink all that pop.

a-plenty and end of level bosses to defeat. Your charming tin character can fire little sparks out of his body to kill monsters and he moves pleasantly enough. Best of all there're four spells that your little tin man knows which are explained in the panel on the other page. These add greatly to the tactical thinking required to complete a level as you wonder which to use and which to conserve. On top of all this there's the usual ridiculous plot (although pleasingly featuring an evil clown in place of the more obvious baddies). *Tin Toy is* a fun game and you immediately feel at home when you plug in a joystick and play. The idea of the platform game is so firmly established that it feels cosy to be playing another one on the Amiga, a cosiness borne from warm familiarity. The challenge is sufficient, the action fast enough. *Tin Toy* is a fun game.

## HOWEVER

Regular readers of AMIGA POWER will recall Kangaroo Court, a series of ten columns which ran between AP38 and AP47, in which we revealed the kind of things that really annoy us in games. The first five of these tough tests are relevant to *Tin Toy*. It fails every one of them.

> "Down as far as it will go"

Firstly, it prints up "Loading... Please Wait" in between each level reminding us that this is not a fantastic world in which we are an absorbed major player, THIS IS ONLY A COMPUTER GAME. Grr.

Secondly, it has invisible killers in the form of 'leaps of faith': You stand on the edge of a platform; you cannot see what lies below. You must leap blindly. Nine times out of ten you land somewhere safe but (wait for it) every so often you land somewhere deadly AND DIE. Aha ha ha.

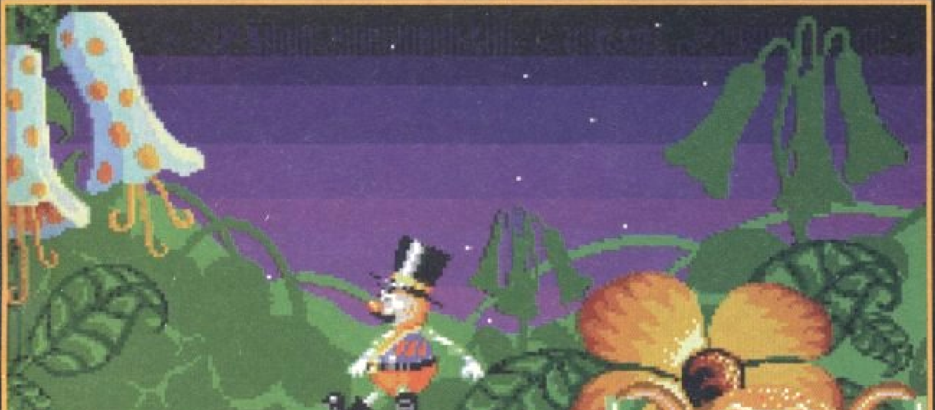
Thirdly, it has bloody annoying slippy-slidey bits. WHAT IS THE POINT? Cretins.

Fourthly, it does not recognise the second disk drive. But as you only need to swap disks once in a game I'll forgive it that.

Fifthly, IT USES UP TO JUMP. "Ah," says the programmer, "I needed to do that so that I could use the fire button for the little stars that shoot out and kill monsters." Pah, I retort, give me a keyboard option then, or support a two-button joystick. Oaf.

So *Tin Toy*'s a cutesie, fun platformer that's nearly spoiled by the incredible blindness of the programmer to some of the most basic player-friendliness. I say nearly spoiled because despite these painful failings I still enjoyed playing *Tin Toy*. It is cheap and enjoyable and comes with a cautious recommendation.

● *STEVE FARAGHER*


Jump on the end-of-level boss with your big metal boots.

▲ **UPPERS** It's a competent, enjoyable platform game with everything that entails. Nothing more, nothing less.

▼ **DOWNERS** It's riddled with tiny annoyances.

### THE BOTTOM LINE

There's nothing startling or original here; we've seen it all before, but *Tin Toy* is challenging and amusing and therefore probably worthy of your attention.

**67 PERCENT**

### THE BOTTOM LINE

**A500** Nope. Not on your nelly. Never. Go away and stop asking us questions. It won't happen. Do you hear me? Nope.

# SWOS 96

## EUROPEAN CHAMPIONSHIP EDITION

### Are you *SWOS 96* in disguise?

**Runs on:** A500, A600, A1200
**Publishers:** Time Warner
**Authors:** Sensible Software
**Price:** £20
**Release:** Out now

Only one week after signing for PC Answers I was already pining for my first team, AMIGA POWER. PC Answers may be a bigger club (though paying the same wages) with more staff, but it doesn't have *SWOS 96* singing "You're a goal-scoring superstar hero" in the shower after training. And I miss that.

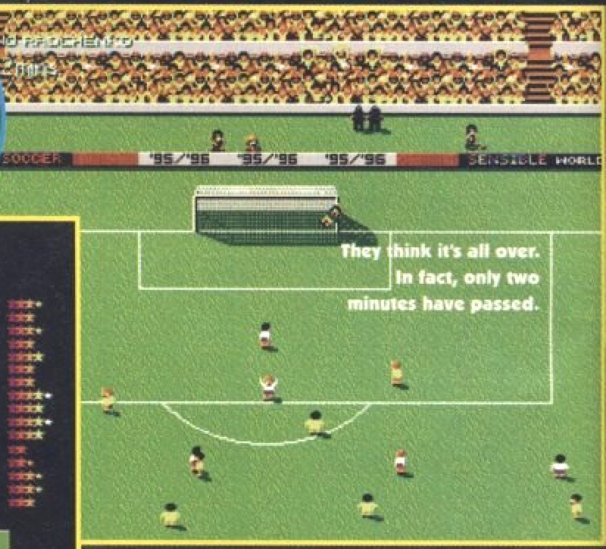
Imagine my delight then, when AP's new managerial guru Hfuhruhurr asked me to moonlight as his senior scout. It wasn't long before we were discussing the nature of my first scouting mission.

"Martin, I know that when I was managing arcane you recommended the season's top-scorer, *SWOS 96*, to this club," Hfuhruhurr began, "and so I'm looking to you for another inspired piece of talent spotting." I nodded before he continued: "Next season I'm planning to play *SWOS 96* alongside my recent signing *Total Football* but feel I need someone to just sit behind the front two.

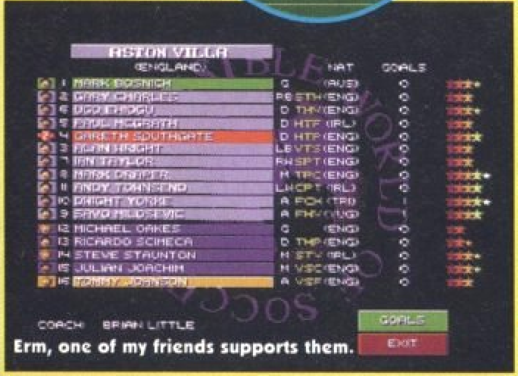
"There's a lad who's already been brought to my attention by my scout Deirdre from London. This lad is the latest offspring from a very successful footballing family, the younger brother of *SWOS 96* in fact. Deirdre tells me he has all the star qualities associated with his Grandad, *Sensible Soccer*, and his Dad, *SWOS*, but wasn't sure if he was too much like his brother. As you know, we're not a rich club so I want to make sure that he'll compliment *SWOS 96* and *Total Football*. Do you understand?"

I glanced briefly at the information handed to me. "*SWOS 96 – European Championship Edition*, eh? When's he playing next?" I inquired. The gaffer grimaced: "Unfortunately, he's playing for an Action XI versus Footy Manny Sim XI in a charity match for the Amiga, tonight. Watch him there and report back to me tomorrow."

"My game than what you saw"



They think it's all over. In fact, only two minutes have passed.



ASTON VILLA
(ENGLAND)

| | | | NAT | GOALS |
|---|---|---|---|---|
| 1 | MARK BOSNICH | G | (AUS) | 0 |
| 2 | GARY CHARLES | RB STH | (ENG) | 0 |
| 6 | UGO EHIOGU | D THV | (ENG) | 0 |
| 5 | PAUL MCGRATH | D HTF | (IRL) | 0 |
| 4 | GARETH SOUTHGATE | D HTP | (ENG) | 0 |
| 3 | ALAN WRIGHT | LB VTS | (ENG) | 0 |
| 7 | IAN TAYLOR | RW SPT | (ENG) | 0 |
| 8 | MARK DRAPER | M TPC | (ENG) | 0 |
| 11 | ANDY TOWNSEND | LW CPT | (IRL) | 0 |
| 10 | DWIGHT YORKE | A FCH | (TRI) | 1 |
| 9 | SAVO MILOSEVIC | A FHV | (YUG) | 0 |
| 12 | MICHAEL OAKES | G | (ENG) | 0 |
| 13 | RICARDO SCIMECA | D THP | (ENG) | 0 |
| 14 | STEVE STAUNTON | M STV | (IRL) | 0 |
| 15 | JULIAN JOACHIM | M VSC | (ENG) | 0 |
| 16 | TOMMY JOHNSON | A VSP | (ENG) | 0 |

COACH: BRIAN LITTLE

Erm, one of my friends supports them.

## LONG RANGER

Watching the fresh-faced youngster, he looked exactly like his older brother. But I noticed something different about him. He had the ability to put swerve on very short passes and could score from a greater variety of positions than his brother. I made a note of these two facts.

In the bar after the match, *SWOS 96 – European Championship Edition* approached me. "You're from AMIGA POWER aren't you? Are you going to sign me?" he blurted. "There's much more to my game than what you saw tonight," promised the youngster. "I know all the current players and teams in the world just like my brother did last year, and I've also taken a particular interest in this year's Euro '96, hence my name. I've learnt the teams participating in it which my brother didn't and..." But he knew, from the moment I left him talking, he just hadn't done enough.

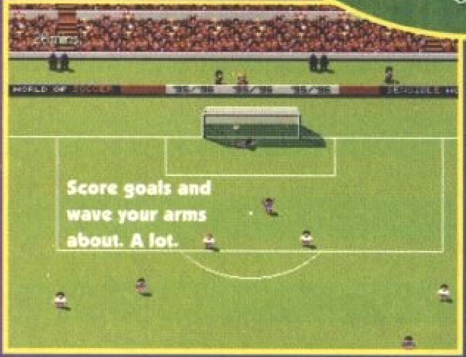
The next morning I reported back to Hfuhruhurr. "*SWOS 96 – European Championship Edition* is excellent. His first touch and passing is better than his brother's, he's up-to-date with the current football world of transfers and has taken an outstanding interest in this year's Euro '96. However, he's too much like his brother, he'll soon lose interest in transfer-deals and, given time, will forget about Euro '96. He's not cheap either. I recommend that we look elsewhere."

Hfuhruhurr nodded. "Not to worry. I've someone else I'd like you to look at. His name's *Team* and apparently he's quite useful. Look what it says on his box..."

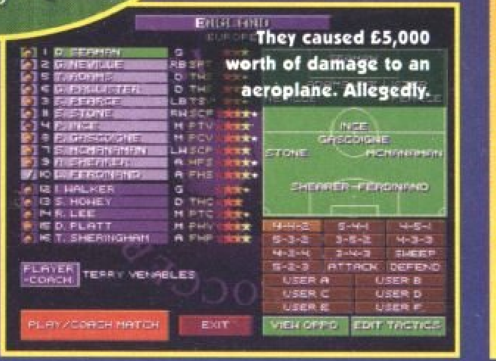
● *MARTIN AXFORD*

CROATIA 0-0 PORTUGAL

Everyone tries to out-think each other's next move.



Score goals and wave your arms about. A lot.



ENGLAND

| | | |
|---|---|---|
| 1 | D. SEAMAN | G |
| 2 | G. NEVILLE | RB SPT |
| 5 | T. ADAMS | D THC |
| 6 | G. PALLISTER | D THC |
| 3 | S. PEARCE | LB TSV |
| [illegible] | S. STONE | RW SCP |
| 4 | P. INCE | M PTV |
| 8 | P. GASCOIGNE | M PCV |
| 7 | S. MCMANAMAN | LW SCP |
| 9 | A. SHEARER | A HPS |
| 10 | L. FERDINAND | A FHS |
| 12 | I. WALKER | G |
| 13 | S. HOWEY | D THC |
| 14 | R. LEE | M PTC |
| 15 | D. PLATT | M PHV |
| 16 | T. SHERINGHAM | A FHP |

PLAYER-COACH TERRY VENABLES

They caused £5,000 worth of damage to an aeroplane. Allegedly.

**UPPERS** *SWOS 96*, again. With 'certain' scoring positions eliminated, after-touch on short passes, up-dated transfers and an integrated Euro '96 Championship.

**DOWNERS** *SWOS 96* in disguise. This would have been the perfect vehicle for Sensible to include a separate multi-edit disk but they haven't, the European Championships will probably be over by the time you read this and Vialli already buggered the up-dated team data earlier this week.

### THE BOTTOM LINE

One *SWOS* too many. Still magnificent, but if Sensible are going to release anything else *SWOS*-wise, it should be a multi-edit disk. Is that too much to ask, Jon?

**85** PERCENT

# EXILE DISCOVERY DISK

## Anybody like to buy some old rope?

**Runs on:** A500/A600/A1200 (two different versions available)
**Publisher:** Audiogenic
**Authors:** In house
**Price:** £8
**Release:** Out now

What makes *Exile* an interesting game is the excellent physics engine. Like our old favourite *Gravity Force 2*, everything in the game is modelled realistically and takes account of gravity and other laws of physics to great effect. Unfortunately, the arbitrary nature of the puzzles (*Exile* is a sort of arcade adventure, you see) means that you have to spend most of your playing time trying desperately to use everything with everything else in the hope that something might happen.

An *Exile* data disk would have been fantastic. A new map layout and set of puzzles that make better use of the original game engine could have worked wonders. Instead, Audiogenic have presented us with the *Exile Discovery Disk*, which is actually a set of twelve saved games and some well structured hints on how to finish the game. Though this is not quite what we had hoped for, it is a good idea, and it means that we no longer have to figure out for ourselves that, for instance, the torch is the best way of dealing with the (clearly satanic) birds that persist in PECKING AWAY ALL OF OUR SPACEMAN'S ENERGY.

Audiogenic haven't wasted their time. The save game positions are intelligently placed so that you can see the relationship between them, and the tips provided are vague enough so as to not give everything away. Even if you don't feel up to the Herculean task of finishing the game, you can still load up the save games and just play around with the environment. In any other game this would most likely be a waste of time, but in *Exile* punishing the furry companions that occupy your world with every torture from drowning to trial by fire is positively entertaining.

### CHEAP

The only problem with the *Exile Discovery Disk* is that you have to pay for it. This isn't me being cheap, it's an issue of GENUINE MORAL CONCERN that even GMTV won't be able to ignore. It is traditional that tips are available for next to nothing, and yet Audiogenic feel that they can charge for what is, at the end of the day, still just a bunch of save game positions and some printed hints. It would have been better to put this out as Public Domain (or even better, on the cover of a magazine – it only takes up 3% of a disk) to encourage people to buy the original *Exile*.

> "The lack of logic behind"

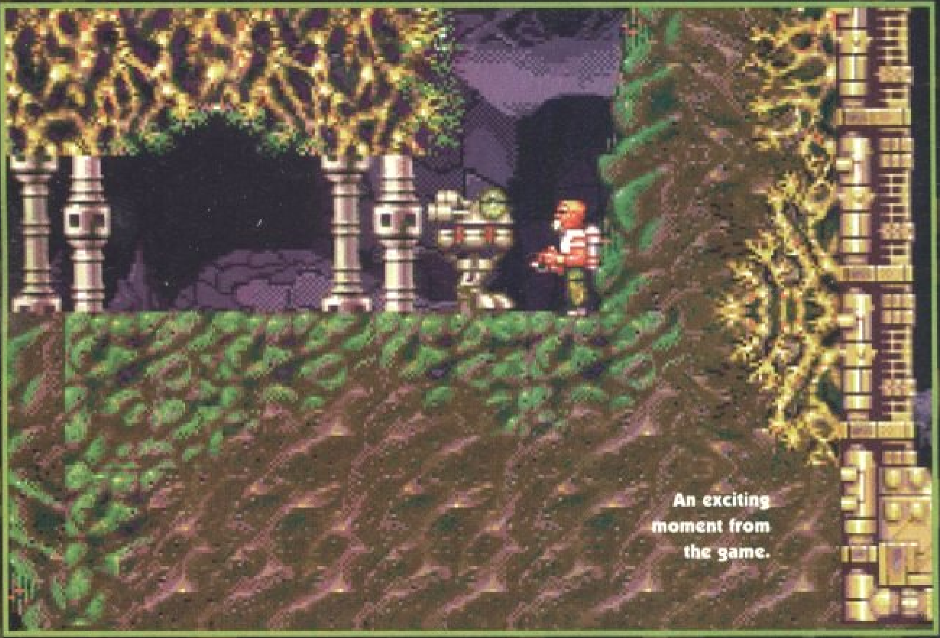
Judgment comes down to a series of ifs, and, as usual, you have to make a choice. If you already own *Exile*, and like it but are frustrated at the lack of logic behind the puzzles, it might well be worth purchasing the *Discovery Disk*. On the other hand, if you don't own the game, I recommend you read AP's original review of it, and make your decision on buying *Exile* and the *Discovery Disk* on the strength of that and what I've told you. On yet another hand (I have three), if you're a protest kid with an acoustic guitar and a penchant for hiding up trees all day you'll want to spend your money on proper games instead.

● *SEB GRINKE*

A man. Yesterday.

A man. Upside down. Yesterday.

They can't stop me you know.


An exciting moment from the game.

**UPPERS** An interesting idea, and well implemented too – the saved game positions are at good points and the tips are useful without giving everything away.

**DOWNERS** You (yes, you) have to pay for it, with real hard-earned money and everything.

### THE BOTTOM LINE

A bunch of saved game positions and some well written tips – that's all fair enough, but should Audiogenic really be charging for this? I don't think so.

**60 PERCENT**

### THE BOTTOM LINE

**A1200** Exactly the same, except it works with the A1200 version (which has better graphics).

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Viscorp buys the Amiga
Buyout drama!
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SPOT ON!
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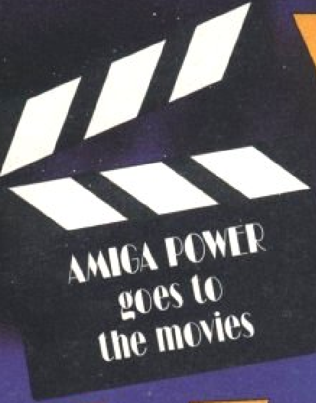
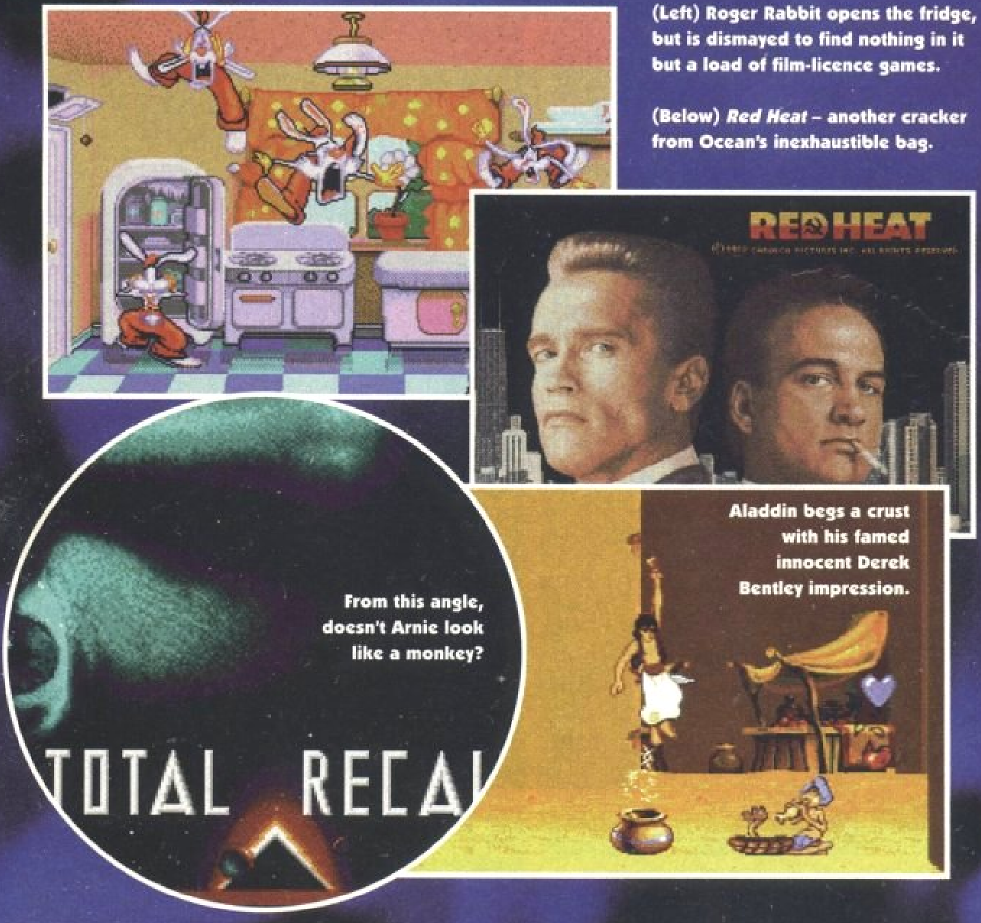
"Why are film licences generally so poor?" Asks Stuart Campbell.

# READY FOR YOUR CLOSE-UP





**(Left) Roger Rabbit opens the fridge, but is dismayed to find nothing in it but a load of film-licence games.**

**(Below) *Red Heat* – another cracker from Ocean's inexhaustible bag.**

**Aladdin begs a crust with his famed innocent Derek Bentley impression.**

**From this angle, doesn't Arnie look like a monkey?**

An anecdote, then. It's June of 1994, a beautiful summer month, blighted for me only by the fact that it was the last one I would spend as one of the mightiest beings ever to create a videogames magazine, preparing as I was to depart for my triumphant reign at Sensible Software (*Cannon Fodder 2* – still in the Gallup Top Ten 19 MONTHS LATER, so UP YOURS). As we completed work on Issue 39 and sent the final few pages to the mysterious hellworld that is the printers, the phone rang and I picked it up. It was cuddly PR person Mark Blewitt from Psygnosis, enquiring as to the performance of the firm's three movie licence games of that month *(Dracula, Cliffhanger* and *Last Action Hero)* in our stylish and innovative Popcorn Triple Feature review. With the issue completed and sent away, we were able to furnish Mark with the information he required.

"So, how did we do score-wise, then?"

"Hang on, I'll just check. (Flick flick) You got 36%."

"Blimey, that's a bit stiff. Which one was that?"

"That was all of them put together."

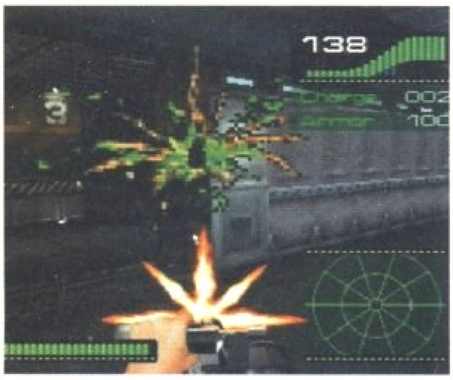
"(click)."

Just another day on AMIGA POWER. Sigh. (The Dome, who'd been responsible for *Last Action Hero* (the worst of the three, notching a less-than-stellar 3%), sulked for months, and wouldn't

➤

# The Future Of Film-Licence Video Games

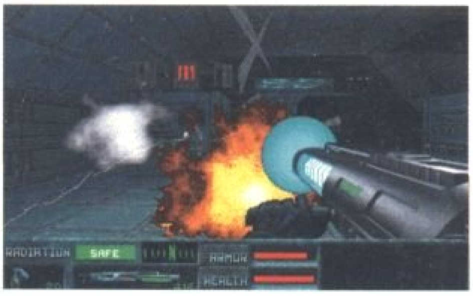
Things have been like this, of course, for as long as any of us care to remember. But with the rise of the super-consoles, the biggest sea-change in the history of film games is almost upon us. No longer will **Verge** have to suffer tedious, repetitive formulaic platform games where the only difference between *Nightbreed* and *Total Recall* is the colour of your character's shirt. Oh no. In the future, we'll all be able to play tedious, repetitive, formulaic *Doom clones* where the only difference between etc etc.
Nurse, the evidence.

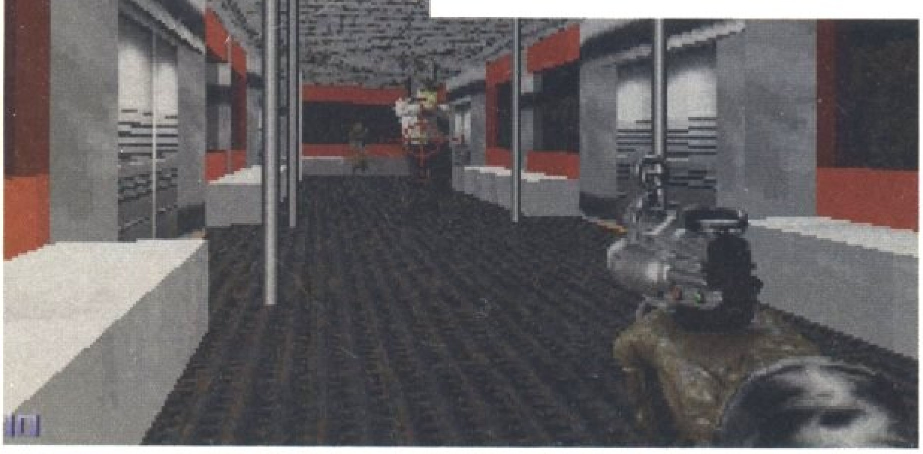


**CASE 2**
**(Below) Alien 3. (Left) *Alien Trilogy* on the PlayStation. It is Alien 3. But in 3D.**

**CASE 2**
**(Right) William Shatner's *Tekwar* on the PC.**

**(Below) *Terminator – Future Shock,* also on the PC. Or is it the other way round?**





even talk to me while they were employed by Virgin to convert *CF2* onto the PC). But what can you do? Practically every film-licence video game ever written has been a foul abomination in the eyes of all civilised society (see the big list at the end if you want to check), and to pretend otherwise would be a sin. But why does it happen this way? Who is responsible? And can it *really* all be Ocean's fault? I determined to find out.

## UNEXPECTEDLY EARLY CONCLUSION

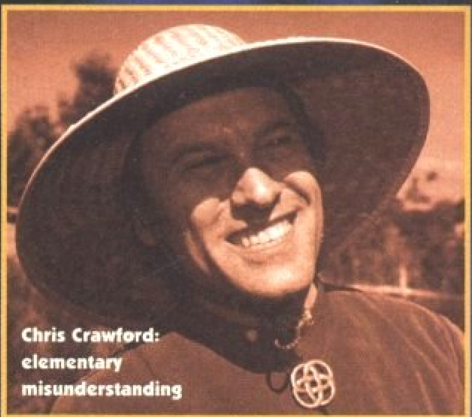
As it turned out, this was a much less demanding task than it initially seemed. Indeed, I'd hardly begun to investigate when the answer fell on me like a big piano. And as it turns out, the answer was a slightly surprising one. Y'see, it's not the software industry's fault that things are this way. It's not the game designers' fault, or the programmers' fault. It's not even, strange as it may seem, Ocean's fault. It's yours. All of it. Your fault. Yes it is.

## BUT STUART, THAT'S NOT FAIR

I hear you all now. "Don't be so stupid," you cry indignantly, "WE don't make all these terrible games." And you're right. You don't. You buy them, though, don't you? Nobody's making you, nobody's standing there with a gun at your head, but you still flock down to the shops and fork out money for the latest dull-witted Stallone action platformer (except it doesn't have Stallone in it, because that costs extra, and why bother when the dumb saps will buy a box of dismembered dog's organs as long as it's got the film poster on the box?) as soon as you see the nice pretty pictures on the nice glossy advert. Sounds bitter? You're not the ones who have to spend years ploughing through tragic letters from people going "Oh, I bought this game before I read any reviews and it's terrible! Woe is me!" Over and over and over again.

A famously controversial programmer turned game-design guru called Chris Crawford (he wrote classic Amiga wargame *Balance Of Power* before even your parents were born) recently expressed dismay at the fact that even the most successful games these days reach barely 1% of the potential market, ie the people who actually already own the computers/consoles. This compares to about 10% a decade ago. This is strange, when you consider the vastly increased profile of video gaming over the last 10 years. Until you think about it, that is. Because Chris Crawford's mistake is that he thinks this is a bad thing for the software industry. The software industry is dribbling down its ill-fitting Armani suits with joy about it.

Think – you're a software company. You spend half a million quid buying a big licence, about a quarter of that developing the actual game as quickly as you can to catch the promotional wave, and twice *that* much on shrewd and clever marketing. After all, all the clever creative people



**Chris Crawford: elementary misunderstanding**

## AMIGA GAMES WHICH THINK THEY'RE FILM LICENCES, BUT AREN'T

However hard they wish.

**WING COMMANDER**

"But look – it makes your Amiga look just like a PC!"
"Oops."

**ROCKET RANGER**

"Forward, my mighty armies! Forward, valiant pilots! Forward, synchronised swimming teams!"

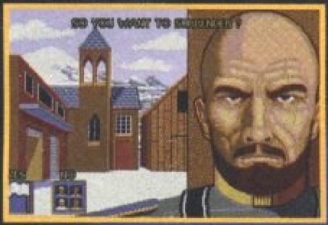
**ANOTHER WORLD**

Waiting for the inevitable flood of fantastic new Amiga games that never *("Blooming" – Ed)* comes.

**FLASHBACK**

"Off, off, off! It's an early bath for you, Mr Cantona!"

**MIDWINTER 2**



Why doesn't everyone just leave evil villages controlled by psychopathic madmen alone? For example.

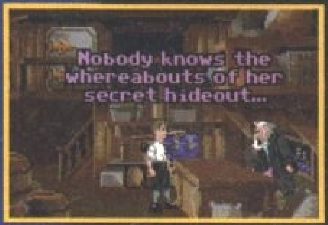
**MICROCOSM**

Wouldn't a couple of aspirin and a good night's sleep have been rather a better idea?

**SHADOW OF THE BEAST**

*Shadow Of The Game That Sealed The Amiga's Doom Almost From The Word Go*, more like.

**MONKEY ISLAND**



Nobody knows the whereabouts of her secret hideout...

So, let me get this right – Beverly Hills Cop 1, 2 and 3 can all be considered a single uniform whole?

these days work in marketing. (You KNOW it's true.) So you flog your half-baked game on the back of the butterfly lifespan of the movie, and it's a big success, which, remember, is to say you've sold it to that maximum 1% of your potential installed userbase (still making plenty of money, of course, because you're charging at least 10 times as much as a decade ago). They, being stupid enough to fall for the hype but not COMPLETELY stupid, realise it's a pile of old arse and vow never to buy one of your shoddy games again. Disaster! Why, if that happens just another 99 times in succession (and of course no more gullible idiots buy a new computer in the meantime), you'll *really* be in trouble…

Satire, there, for inattentive readers.

## BORROW MY RAZOR?

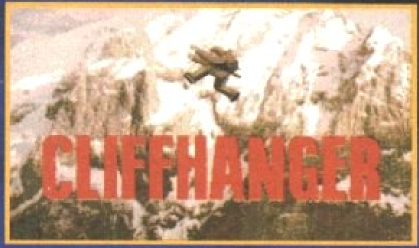
Of course, with the machine now comprehensively dead (oh, wake UP), none of this really applies to the Amiga any more. To get an Amiga number 1, all you have to ensure is that your game is (a) about football, and (b) in the shops. (Top tip to Amiga developers: Get in now! Plenty of shelf space!) There are actually enough copies of *Mortal Kombat* in the AMIGA POWER office right now to get it, in a reasonably quiet week, to number 11 or 12 in the Gallup chart if we were to go out and flog them all. I'm completely serious. None of that, however, alters the basic principle, which is that people are stupid and will buy any old crap as long as it's got a brand name on the box, and that magazines like this one, who try to make pointless qualitative judgements based on abstract principles of merit are (a) wasting our breath, time and effort banging our heads against a brick wall, and (b) hence ultimately as doomed as the Amiga itself. So now you know why we sound so grumpy all the time. But hey, let's end on a more upbeat note. Been quite sunny this week, hasn't it?

● ***STUART CAMPBELL***

## MAKE YOUR OWN FILM-LICENCE AMIGA GAME

**You will need:**

**(1) The name of a film.**
**(2) Some cheap and nasty programmers.**
**(3) Three weeks programming time (evenings and weekends only), plus four seconds to toss a coin to decide whether to go for a lots-of-sub-games or a shoot-'em-up-platformer.**
**(4) Several thousand gullible morons.**
**(5) A great big truck to carry money to the bank in.**



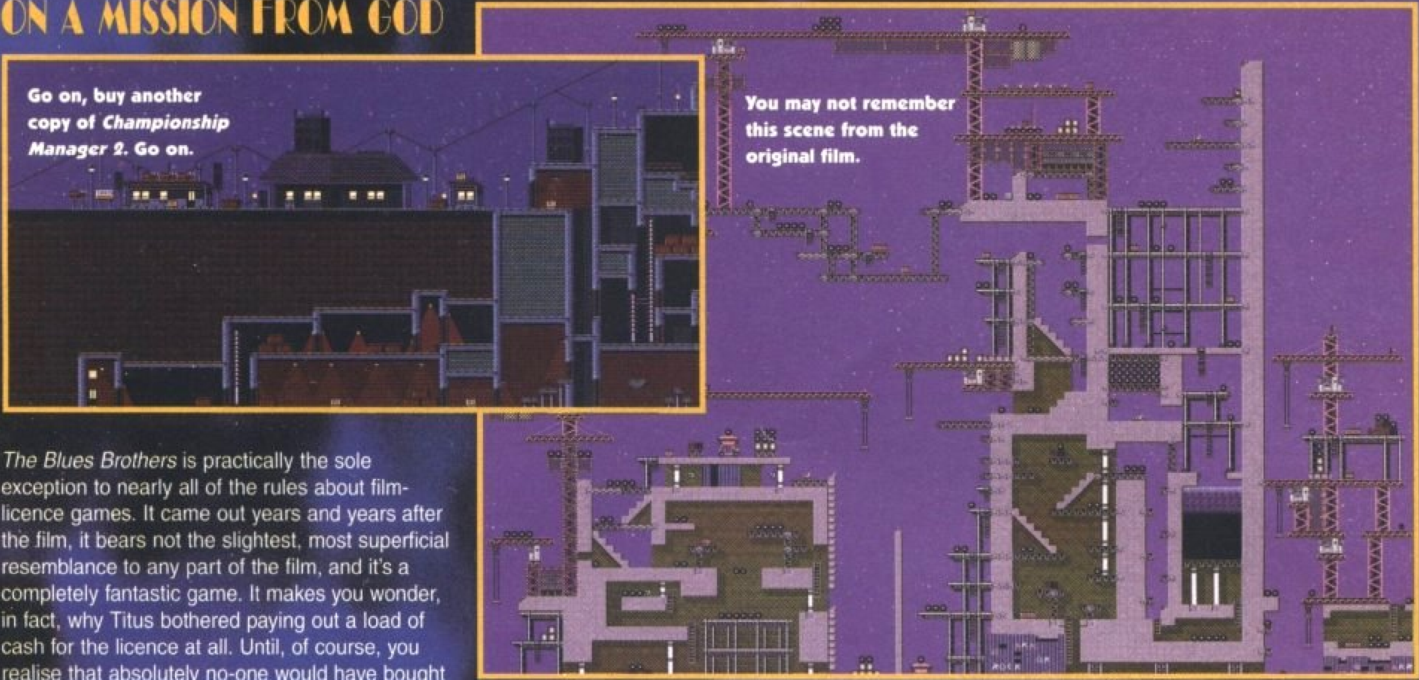
## "DON'T FAIL ME AGAIN"

**Alternatively, of course, get someone else to fork out for the licence and make the games (this would preferably be someone with a proven track record of making good, innovative games and then being entirely unable to market or sell them properly) for the coin-op market, then snap up the much-cheaper coin-op conversion rights, bosh out the games, then get a horrible shock when you realise that nobody in the entire world buys coin-op conversions on computer any more, even of surefire box-office bankers like Star Wars, The Empire Strikes Back and Return of The Jedi. Doh! Back to the old drawing board.**

SCORE
2330
33
2
SHIELDS
1 WAVE

The Star Wars trilogy: good games + simplistic graphics = sales disaster.

## ON A MISSION FROM GOD



Go on, buy another copy of *Championship Manager 2*. Go on.

You may not remember this scene from the original film.

*The Blues Brothers* is practically the sole exception to nearly all of the rules about film-licence games. It came out years and years after the film, it bears not the slightest, most superficial resemblance to any part of the film, and it's a completely fantastic game. It makes you wonder, in fact, why Titus bothered paying out a load of cash for the licence at all. Until, of course, you realise that absolutely no-one would have bought it just because it was a good game (see *Titus The Fox*, an almost-identical game from the same firm, only bigger and better, but with a non-licence character, which was consequently far less successful), because they've never heard of Titus or seen them on the TV, then get a bit depressed and want to cry.

## OCEAN – KINGS OF THE FILM LICENCE VIDEO GAME

Having been responsible for just under 42% of all the film-licence Amiga games in history, Manchester software giants Ocean are clearly the undisputed lords of the genre. Why, just check out this fantastic random selection of some of their hits, with original comments from Jonathan Davies' undeniably definitive guide book, The Official Guide To Every Amiga Game Ever (only £12.99, a few copies still available from AP Mail Order! Depending on how you define 'few'.)

### BATMAN – THE CAPED CRUSADER

"An arcadey adventure that's so samey looking, you're never sure where you are or what you're meant to be doing."

### COOL WORLD

"Dull platform game with lots of flaws, clumsy character control being the main one."

### DARKMAN

"The driving section is imaginative and fun, but everything else is hackneyed, licence-by-numbers rubbish. Not quite as bad as *Total Recall* or *Nightbreed*, but not very much better, either. The worst film game for quite some time."

### HUDSON HAWK

"The control system can reduce some to tears. Try before you buy." (Oh dear.)

### LETHAL WEAPON

"We reviewed this a few months ago, and it's aged badly already."

### NAVY SEALS

"Technically unimpressive (to say the least), and there's very little to it."

### NIGHTBREED – THE ACTION GAME

"Massively average."

### NIGHTBREED – THE INTERACTIVE MOVIE

"Really horrible adventure-ish thing with tons of disk swapping that isn't worth the effort."

### PREDATOR

"Sadly lacking in gameplay."

### RAMBO 3

"Worse than the movie, and that's saying something."

### RED HEAT

"Duff sub-games compete with terrible controls for the worst feature in this dismal film tie-in. As for good points, there aren't any, and the only reason it's got one star is because we can't give any less."

### ROBOCOP

"Robocop moves tediously from left to right and shoots everything in his path. More like half man, half duff game, and very little to do with the movie."

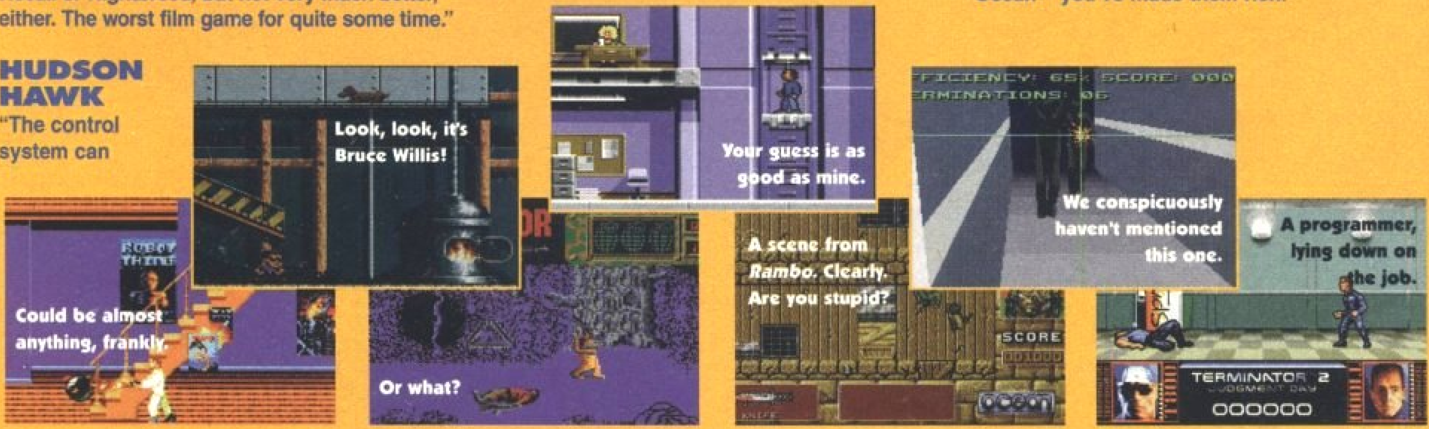
### ROBOCOP 2

Great graphics, excellent presentation, awkward controls, infuriating gameplay traits."

### TERMINATOR 2

"Only one of the sub-games has any real merit of its own, and the rest are even worse than the norm for this kind of thing."

Ocean – you've made them rich.



Look, look, it's Bruce Willis!

Your guess is as good as mine.

We conspicuously haven't mentioned this one.

Could be almost anything, frankly.

Or what?

A scene from *Rambo*. Clearly. Are you stupid?

A programmer, lying down on the job.

# AS FAR AS WE CAN ASCERTAIN, EVERY AMIGA FILM-LICENCE GAME IN THE WORLD... EVER!

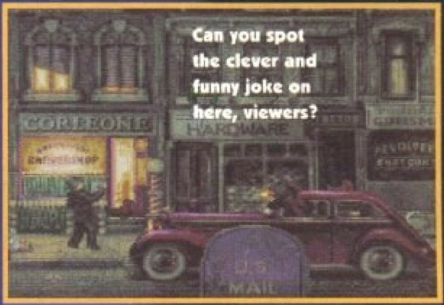
All games are by Ocean unless otherwise specified. All games are terrible unless otherwise specified. Nearly all games consist of about half-a-dozen half-baked sub-games you wouldn't want to play for more than four minutes on their own. Unless… otherwise… specified.

ADDAMS FAMILY – Decent *Super Mario* rip-off.
AKIRA (ICE) – Stupendously appalling sub-gamer.
ALADDIN (Virgin) – Pretty platformer.
ALIEN 3 (Acclaim) – Okay shoot-'em-up.
BACK TO THE FUTURE 2 (Mirrorsoft) – Hideous formula crap.
BACK TO THE FUTURE 3 (Mirrorsoft) – Nice formula crap.
BATMAN RETURNS (Gametek) – Crap crappy crap.
BATMAN THE CAPED CRUSADER – Weird comic-strip idea.
BATMAN THE MOVIE – A better movie than Batman Forever. AND IT'S NOT EVEN A MOVIE.
BEVERLY HILLS COP (Tynesoft) – Fantastic, subtle, innovative. Just three of the words never found in reviews of *Beverly Hills Cop*.
BLUES BROTHERS (Titus) – See ON A MISSION FROM GOD
COOL WORLD – *Crap World*, more like.
CLIFFHANGER (Psygnosis) – *Craphanger*, more like.
DARKMAN – *Crapman*... more... like.
DRACULA (Psygnosis) – Er... *Crapula? (Stop now. – Ed)*
ELVIRA – MISTRESS OF THE DARK (Accolade) – Dull zillion-disk adventure.
ELVIRA – THE JAWS OF CEREBUS (Accolade) – The same, but with more disks.
THE GODFATHER (US Gold) – An offer you could refuse REALLY EASILY.
HARE RAISING HAVOC (Disney) – Hard-drive-only cartoon drivel with Roger Rabbit.
HOME ALONE (Accolade) – Oh go on, YOU work it out.
HOOK – So-so Lucasarts adventure clone.
HUDSON HAWK – Only two letters away from being an anagram of SHODDY *("PLANK" – Ed)*.
INDIANA JONES ADVENTURE (US Gold) – Enjoyable Lucasarts number.
INDIANA JONES FATE OF ATLANTIS – THE ADVENTURE (US Gold) – Another one.
INDIANA JONES FATE OF ATLANTIS – THE ACTION GAME (US Gold) – Stinky clunker.
INDIANA JONES AND THE LAST CRUSADE (US Gold) – Another one.
JURASSIC PARK – Nice 3D bits, dismal maze bits.
JUNGLE BOOK (Monkey Business) – Ancient, horrible budget game with 'educational' undertones.
KARATE KID 2 (Microdeal) – No idea what this one was about at all.

"A video game character? Over my dead..." (Clunk).

Really terrible film-licence platform game of some description.

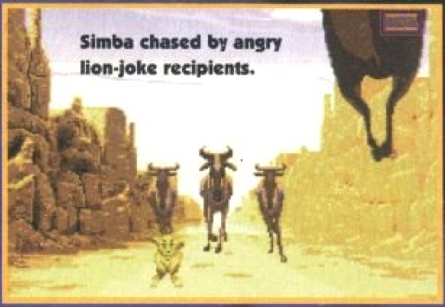
Takes you right back into that cinema, doesn't it?

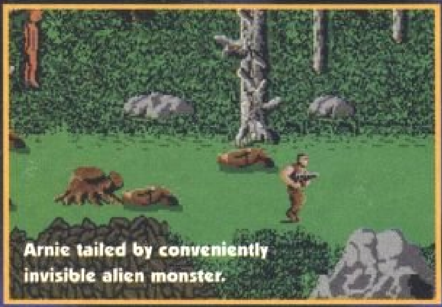

Can you spot the clever and funny joke on here, viewers?

It is Doom – but on the Amiga! Ocean-style.
JURASSIC PARK

LAST ACTION HERO (Psygnosis) – If only.
LETHAL WEAPON – Another film licence game failing to feature the characters from the film. Stinking cheapskates.
LICENCE TO KILL (Domark) – Attention Americans! Buy a dictionary, for Christ's sake.
THE LION KING (Virgin) – Vicious, bloodthirsty 3D shoot-'em-up with some controversial sex scenes.
LIVE AND LET DIE (Domark) – *(You can't leave that lie on there. – Ed)*
NAVY S.E.A.L.S – *(That's not a lion, that's a S.E.A.L.! Boom bloody boom. – Peter Sellers)*
NIGHTBREED – THE ACTION GAME – Hideous maze tedium.
NIGHTBREED – THE INTERACTIVE MOVIE – Could this be the first documented use of the term "interactive movie"? Do write in and tell us.
PLATOON – Quite nice war-is-hell-'em-up.
PREDATOR – Sure enough, there *was* a sequel.
PREDATOR 2 (Image Works) – Came after the first one, confusingly.
RAMBO 3 – The guy downstairs has been banging on his wall with a big hammer since 8.15 this morning. It's now half past three. I'm going to go down there and twat him in a minute.
RED HEAT – Only three letters away from being an anagram of ARSE HEAD.

ROBOCOP – Like the Gameboy and Spectrum versions, but without the lovely intro music. Did you know the Gameboy version was later used in a washing machine advert, recorded straight from the little handheld with no alterations? DID YOU?
ROBOCOP 2 – Status Quo, 25 years in the Business. More like.
ROBOCOP 3 – The good one. Relatively speaking. Nothing to do with the film it predated by some years.
THE RUNNING MAN (Domark) – Even in this company, remarkably horrible.
THE SPY WHO LOVED ME (Domark) – Cool *Spy Hunter*-ish game with tiny graphics.
TERMINATOR 2 – The second-worst Ocean film licence game starting with "T" in the world... ever!
T2 THE ARCADE GAME (Virgin) – Sloppy *Operation Wolf* antics.
TOTAL RECALL – I remember this one. Possibly the nadir of the film platform game.
20,000 LEAGUES UNDER THE SEA (Infogrames) – No, really. Mostly, you just watched.
THE UNTOUCHABLES – Stylish and likeable sub-games job.
WHO FRAMED ROGER RABBIT (Infogrames) – He's got a drill out now. Right, that's it. I'm going downstairs for him…


Simba chased by angry lion-joke recipients.


Arnie tailed by conveniently invisible alien monster.

Sean Connery pursued by voice coaches.
EVIDENCE COLLECTED
000

# BLOODY, BLOODY, BLOODY

AMIGA POWER
goes to
the movies

## A six page AP tribute to Michael "Bloody" Caine.

Asking "But why Michael Caine?" is like asking "But why Michelangelo?" or "Why Michael Schumaker?" Because he, and indeed they are the best, that's why. And unlike Schumaker, he's not an arrogant Kraut who's younger than all of us and who earns more in a month for the sponsorship space over his left nipple than we earn in a lifetime. But that doesn't fully answer the question, if it did, this would be a tribute to famous Michaels.

The answer's this – as well as starring in AP's favourite movie, The Italian Job, Michael Caine has long been an office icon on a magazine where optical aberrances have always been the norm. To a magazine that boasts, on average, 1.8 pairs of spectacles and 0.75 sets of contact lenses per person, he's a shining role model of how you CAN rise to stardom, despite the need for opthalmically corrected vision. So join us now, as we blow the bloody doors off the man, his films, and his whole bloody career.

### THE DUALITY OF CAINE

Many say he's wooden. Most agree that he's not classically good looking. But Michael Caine, at his best, is abso-bloody-lutely brilliant. And, most importantly, he's never at all "luvvy" in that dreadful Emma Thomson/Kenneth Brannagh way. No way – whether he's launching spittle at Bob Hoskins in Mona Lisa, stomping someone in Get Carter or being wussy in one of his ill-conceived romantic leads, he's always been the People's Actor.

Yet despite being in many, many great films there's another side to Caine – a Caine who half-heartedly drifts through clearly rubbish films speaking trite dialogue in unbelievable scenarios. Ashanti, The Swarm and California Suite. All these films were terrible. The Hand, Without a Clue and Beyond the Poseidon Adventure – rubbish, each and every one.

So even without taking Bullseye! into account, where he committed several heinous acts in one film (appearing

➤

**"launching spittle at Bob Hoskins"**

### PICK OF THE BUNCH

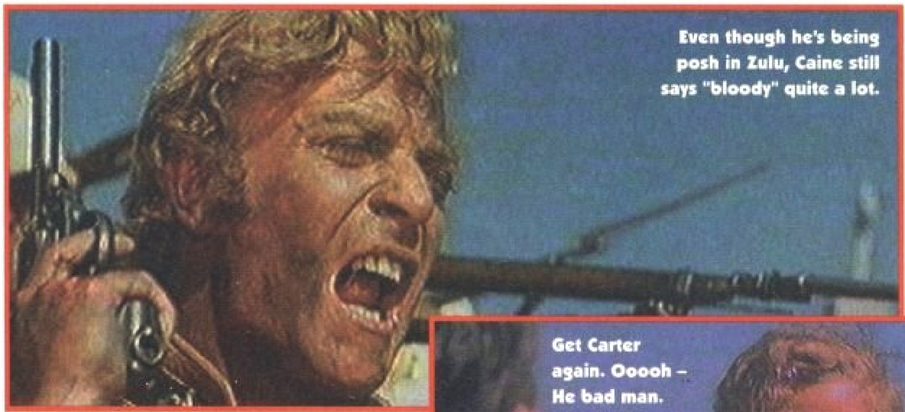
**Without explanation of justification, these are the ones you simply MUST SEE.**
**Do it.**
**Obey us.**

| | |
|---|---|
| ● The Italian Job | Caine as cockney |
| ● Get Carter | Caine as cockney |
| ● Zulu | Caine as toff |
| ● Alfie | Caine as cockney |
| ● The Ipcress File | Caine as cockney |
| ● Funeral In Berlin | Caine as cockney |
| ● Sleuth | Caine as cockney |
| ● Mona Lisa | Caine as cockney |
| ● A Bridge Too Far | Caine as toff |
| ● The Eagle Has Landed | Caine as Nazi |

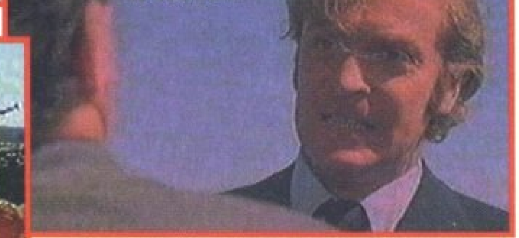
### MICHAEL CAINE – A BLOODY LOAD OF COLD, HARD FACTS

- Michael Caine's real name is Maurice Micklewhite.
- He was born on March 14th 1933 in Rotherhithe, London.
- Which, if you believe in such nonsense, makes him Pisces, a character prone to making rash and humiliating decisions.
- He's been married twice, first to Patricia Haines, and then to his present wife Shakira.
- Maurice Micklewhite, eh? You can see why he changed it, can't you?
- He played a character who made rash and humiliating decisions in Blame It On Rio when, as a middle aged man, he snogged a teenage Demi Moore, who was playing his daughter's best friend.
- He's written five books, many (but not all) of which have the words "Not many people know..." in the title.
- Which is odd, because most people quote him as saying "Not a lot of people know that" – a similar but subtly different phrase.
- March 14th 1933 was the day the Nazi party banned the sale of kosher meats in Germany.

We have gazed into the face of fear, and that face is Jack Carter – the lead character in Get Carter and most baddest man ever to appear in any film. Ever.



Even though he's being posh in Zulu, Caine still says "bloody" quite a lot.



Get Carter again. Ooooh – He bad man.

He shouts quite a bit too.

with Roger Moore, playing himself as twins AND being in a Michael Winner film), there's a fat slice of crud in the Caine archives. Why?

One reason may be that well-worn AP homily that 90% of everything is crap, although that doesn't explain why all Coen brothers films are brilliant, while Michael Caine dares appear in Blue Ice.

No, we like to think that since he's the Actor of the People, he's got ordinary problems like ordinary people. I mean, who hasn't done some crummy bar job to save up for a new mountain bike or written a review for Mega under a false name to pay off that overdraft? Surely then, all his crappy movies are mere markers for the times in his life when he had to pay his mortgage? How else could you explain away Jaws: The Revenge?

## HERO OF THE OPTICALLY CHALLENGED

**BY CAM WINSTANLEY**

I'm as blind as a bat me. Blinder in fact, because while a bat can emit an ultrasonic screech and hear the reflected waves to form a detailed radar-like aural picture of its surroundings which allows it to fly even in complete darkness, I'm frequently forced, even in bright daylight, to crawl around my bedroom on my hands and knees with my face inches from the floor in an attempt to find by glasses.

This is the sort of everyday situation that most film makers chose to ignore. This is partly because the paying public would rather see Bruce Willis in Die Hard being handicapped by running barefoot over a carpet of broken glass than Bruce Willis in Die Hard being handicapped by the arm of his spectacles twisting, making them slip down his nose a bit and chafing the back of his ear quite painfully. Mainly though, it's because of vanity – film stars simply don't want to be seen as being a speccy four eyes, unless their characters are supposed to be clever, in which case they don dinky little Oliver Peoples frames that have clearly got flat glass in them and are therefore obviously not affecting their vision IN ANY WAY. And besides, it's impossible for two people wearing glasses to kiss without the frames clattering together unpleasantly.

> **"don't want to be seen as speccy four eyes"**

The only film to accurately portray what it's like to live with a potentially debilitating (but thankfully easily correctable) handicap is The Ipcress File. Released in 1965, it's the first film where Caine plays Harry Palmer, a surly footsoldier for some faceless Whitehall Intelligence Agency, and the first time we see Palmer is when his alarm goes off in his dingy top floor flat. He wakes, rolls over and peers at these drab surroundings, which we see as a hugely out of focus point of view shot. He squints at the window, the clothing piled on a chair and the water heater bolted to the wall over the tiny sink, then reaches for his glasses, puts them on and gets up to go through the mindless yet essential daily routine of getting dressed and having an uninspired breakfast. It's a magnificent and sobering piece of movie making – over in less than a minute and so understated that many viewers may have missed it entirely, but to me it's one of the few bits of art that I can relate to. I often watch it to remind myself of the shallowness of human nature and its over-reliance on the glib superficiality of a society based on how you look rather than who you are. Usually before I put my contact lenses in to go out, in the hope that they'll give me the edge when I'm fumblingly trying to pull.

It is I, wearing glassless glasses in homage to...

...the great picture of the Young Michael Caine.

# LET'S A

Actors and audiences alike love bad guys because they're flamboyant, because they do REALLY bad things but most of all, because they get all the great lines. Alan Rickman as the Sheriff of Nottingham for example – while Kevin Costner feebled his way through being understanding and all New Mannish, Rickman was babbling about cancelling Christmas and scooping out people's hearts with spoons. Or Hannibal Lector as over-played by Anthony Hopkins in Silence of the Lambs and more powerfully underplayed by Brian Cox in the excellent Michael Mann flick Manhunter – he's the one that everyone remembers. Or Arnie shooting his way through half the LAPD in The Terminator. Or Freddie Kruger in all those dreadful Elm Street movies – in some perverted way he ended up as the good guy and the hero while the endless stream of yuppie preppy high-school deadbeats were cast as the deserving victims of Freddy's own peculiar brand of justice.

Yet in the world of bad guys, there's no one quite as totally nasty as Jack Carter, as played by Caine in the 1971 Tyneside gangster film Get Carter. Written by director Mike Hodges and Ted Lewis, it's based on Lewis' book Jack's Return Home, and tells the tale of London villain Jack travelling north to his brother Frank's funeral, who's been killed in a suspicious "car accident." Despite being told by his boss to not stir up any trouble, that's exactly what Jack does, grubbing around the local underworld connections until he finds out how and why his brother was killed, and then meting out the relevant punishment to all concerned. He doesn't cancel Christmas, he doesn't eat anyone, he doesn't pack a variety of rocket launchers and machine guns and he certainly doesn't consume people's souls, but over the course of the movie, and using nothing more than a shotgun and whatever happens to be lying around (car doors, lumps of wood, heroin, etc) Jack Carter proves that he's absolutely the hardest and most black-hearted character ever to appear in motion pictures. The film, quite predictably, is an 18 certificate, otherwise we'd have given a few copies away, so instead, we'll back up this claim with an unusually apt video game analogy. Prepare yourself for round one of Let's Get Carter, the new beat-'em-up from Namco...

Playing "possum" is no defence against this unstoppable kill-monster.

# L GET CARTER

## ROUND ONE

LOCATION: A nasty 1960's tower block in Newcastle.
OPPONENT: Ming The Merciless, evil ruler of the Universe from the 1930's Flash Gordon.
BADDEST ACTION: Threatening to blow up Earth. Every week.
SPECIAL POWERS: Rings containing poison, cruelty enough to sentence even his daughter to death and the allegiance of the warrior hordes of hundreds upon hundreds of planets. In the '80s remake, this included Brian Blessed, he then switched sides.

SECONDS OUT... Jack waits until Ming's in the bath, then calmly gives him a few slaps, and pushes his face under the surface. Once subdued, Jack locks him in the boot of his car then watches impassively as it's pushed into a river. It's all over for the undisputed ruler of the galaxy.

Cockney hitman versus...

...galactic ruler. No contest.

## ROUND TWO

LOCATION: A grim pre-war terraced street on the outskirts of Newcastle.
OPPONENT: The T1000 from the blockbuster Terminator 2 – Judgement Day
BADDEST ACTION: Killing John Connor's foster parents and dog in an attempt to alter the flow of history.
SPECIAL POWERS: Being virtually indestructible. The ability to morph into any shape or form thanks to being constructed entirely out of liquid metal. That cool thing he does with the crowbar shaped hands.

SECONDS OUT... Jack invites the T1000 over to his landlady's house for "a quiet word." Confidentially, the T1000 arrives by taxi but as he's getting out, the door is wrenched from him. He's half-pulled out, and Jack slams the door repeatedly on his head. In a panic, the driver floors it, dragging the helpless T1000 down the road and leaving a mercury-like slick down the centre of the road. As well as a lot of surprised Geordie housewives.

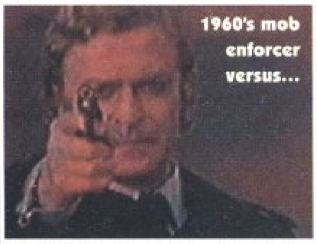
Hardcore geezer versus...

...robot killer. No contest.

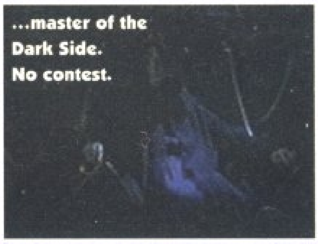
## FINAL ROUND

LOCATION: The garden of a horrible 1970s nouveau-riche "villa." You know the type – all glass and concrete.
OPPONENT: The Emperor, major league nasty from Return of the Jedi and all-time hero and murderer of convicted multiple murderer and cannibal Jeffrey Dahmer.
BADDEST ACTION: Ordering the destruction of Princess Leia's homeworld in Star Wars and commanding Darth Vader to kill Luke in Return of the Jedi.
SPECIAL POWERS: A full command of all the powers of the Dark Side of the Force.

SECONDS OUT...Jack turns up to the fight early, surprising the Emperor. Grabbing a large branch, he runs up behind this subjugator of the galaxy and bashes him over the head with it. Then he kicks him repeatedly with his pointy winkle pickers. Nasty.



1960's mob enforcer versus...



...master of the Dark Side. No contest.

## BONUS ROUND

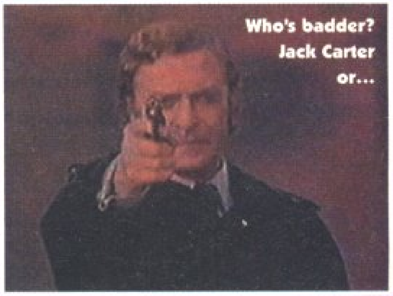
Jack phones up the bosses wife (Britt Eckland) and talks dirty to her. Represented by a series of quick-fire multiple choice questions, you must choose the correct thing to say in order to make her writhe off the bed.

Great hair.

## ROUND THREE

LOCATION: The top floor of a grotty 1960's concrete multi-story car park in central Newcastle.
OPPONENT: Damian Thorne, self confessed son of Satan and central character in the mediocre Omen films (1977 to 1982)
BADDEST ACTION: What, you mean apart from getting his parents killed?
SPECIAL POWERS: Control over all the Dark One's chosen animals (mad dogs, frogs, bats, etc), the ability to make sharp objects fall through fatally untalented bit-part actors.

SECONDS OUT... In a surprise move, Jack points out to Damian that they're both on the same side really, and should just carry on being bad but never crossing each other's path. They agree, but as Damian goes to shake his hand, Jack batters him unconscious, rolls him against the parapet and then hoys him over the side, watching the unconscious form of the offspring of Beelzebub splatter across a tasteless 1960s mosaic portraying the history of the local shipyards.



Who's badder? Jack Carter or...

The son of Satan? Go figure.

GENTLEMAN'S BLOODLETTING QUARTERLY
THE JOURNAL OF RETIRED GENERALS AND DISCERNING BAYONET COLLECTORS

# RORKE'S DRIFT – JAN 1879

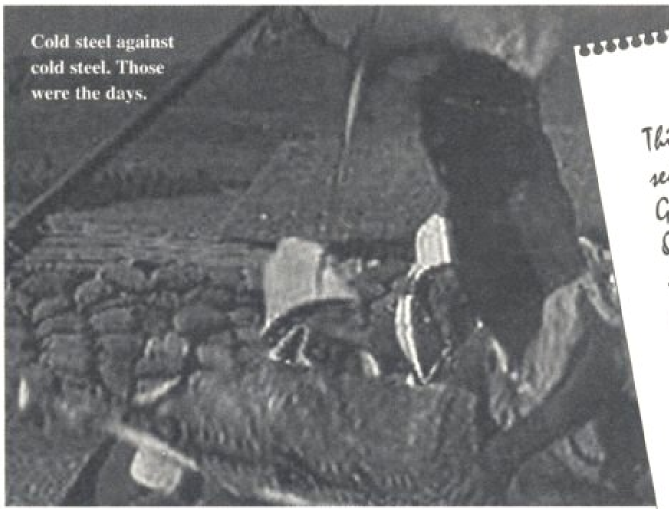
Last month we looked at the Battle of Isandhlwana of January 22nd 1879, in the Natal Colony of South Africa, in which 1200 officers, enlisted men and native levies of the British Army were killed in a fierce engagement against the overwhelming forces of the Zulu King Cetewayo. This angered many of our readers considerably, for which we apologise. By way of recompense we shall examine the engagement that took place immediately after. Certainly, the Battle of Rorke's Drift (1) wasn't as large as that of Isandhlwana, and admittedly it wasn't as historically important, but readers will be pleased to note that this time, the armed forces of Her Majesty Queen Victoria gave Johnny Foreigner a right old boot up the you-know-wheres.

The battle is recreated in the 1964 film Zulu, written and directed by Cy Endfield and starring Stanley Baker as the commanding officer of the engagement, Lieutenant John Chard of the Royal Engineers. The film is also notable for the appearance of Michael Caine (2) in his first lead role, as Lieutenant Gonville Bromhead, Lieutenant of B-Company, the Second Battalion of the 24th Regiment of Footsoldiers, South Wales Borderers.

Overall, the staff of Gentleman's Bloodletting Quarterly enjoyed the film immensely as it gave plenty of screen time to our patriotic boys fighting for the Empire. The inclusion of a bleeding heart liberal Scandinavian preacher denouncing the barbarity of war and his damned annoying hysterical daughter counterpointed excellently the nerve and vigour of our big-hearted fighting lads, proving as always that when it comes to the crunch, you can never rely on mainland Europeans to dish out the cold steel.

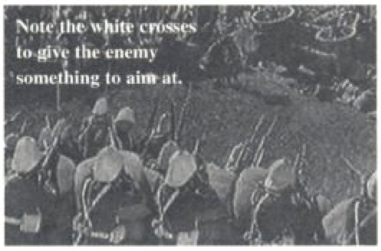
The film highlights the bravery of the individual soldier (3) and shows what a smashing scrap it must have been. However, a sour note was struck at the end of the confrontation where it questions the true grit and superior fighting prowess of the British footsoldier by suggesting that Our Boys may have had some advantages over the enemy.

The final scene showing Zulu warriors charging across flat, open ground with cow skin shields and spears while Our Chaps valiantly defend their sandbagged positions with nothing more than rapid-firing carbines (4) diminished, we felt, the glory and heroism of the defenders. And as records clearly show that Our Boys were outnumbered at least ten to one, we feel that it's this sort of one-sided portrayal of the history of the Empire that's lead to the shocking decline of Britain today.



Cold steel against cold steel. Those were the days.

This unusual view of Caine's second best film comes from Gentleman's Bloodletting Quarterly, a subscription-only magazine that's been published out of its Mayfair offices for the best part of a hundred and fifty years. We thank Raj Publications for allowing us to reprint it.



Note the white crosses to give the enemy something to aim at.

## TACTICS REVIEW

We are very pleased to welcome Terry Venables as our guest Tactical Reviewer this month. As well as his current job as the manager of England's football squad, Terry is also a keen historian and military strategist. It's with considerable knowledge that he gives his insights into why the Zulu attack failed.

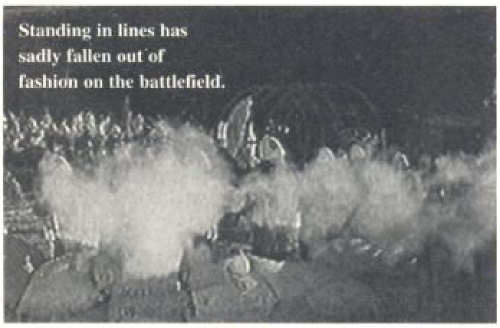
How many times have we seen a team that looks so good on paper give a poor performance on the day? With a firm victory already under its belt in the form of the entire destruction of the British Army's Number Three Column earlier that day, and with overwhelming forces, it certainly looked to all concerned that King Cetewayo's lads were going to have no problems getting a season-clinching win against the plucky Welsh boys at Rorke's Drift. Yet even with a brilliant field of veteran players and several thousand on the reserves bench, they suffered a decisive away-day defeat.

It's often been said, but undoubtedly the main reason for the loss was uninspired tactics, with Cetewayo (5) opting for his tried and tested 1000 – 2000 – 1000 attack formation. While this "Bull's Horn" attack had worked for him many times in the past, this predictability left him open for the opponents guessing his plan, which indeed they did. Also, the Bull's Horn plan called for the enemy to launch a centre-field attack on the middle formation (the "head" of the bull), allowing the "horns" to engulf and outflank the opponents. This, however, just didn't happen. Thanks to a sterling bit of mid-field defence work by player/manager Lieutenant John Chard, in particular a series of overturned carts and reinforced dry stone walls, the Zulu strikers were slowed down by some flawless touch-and-go impromptu strikes by the Valley boys, leaving the Zulus tired but still in good spirits by half time.

Impressive substitutions and a few incisive drives into the opponent's lines gave Cetewayo a good idea of his opponent's strengths and weaknesses, and as the seconds ticked down, strong side-line rushes got Zulu wingers penetrating deep into the home team's hospital, which they would have taken if it wasn't for a superb penalty shoot-out with Private Henry Hook – an action which later gained him a Victoria Cross and the Man of the Match Award.

Desperate for a win, the Zulus pinned all their hopes on a closing minutes centerfield attack, which failed decisively against an inspired defensive wall incorporating a firing step built from grain sacks.

Despite such a crushing rout away from their home turf, the Zulus and their supporters were gracious in defeat and filed away from the grounds in good order and without further aggravation. In the end though, I'd have to put their loss down to a failure of the individuals on the pitch to innovatively exploit gaping holes around the opponent's goal line. Drilling and tactics are all well and good, but it's not all about running and striking is it? Brains come into it as well. Still, war – it's a funny old game, isn't it Brian?



Standing in lines has sadly fallen out of fashion on the battlefield.

(1) Rorke's Drift was named after an Afrikaan Voortrecker called Mathias Rorke. It is in no way connected to Major General Christopher Rorke of the Royal Marines who, on 13th December, 1822, led a disastrous frontal attack against a fortified French artillery position. For a bet.

(2) Despite his refined tones in this film, Michael Caine is in fact an awfully common man from the centre of London with a dreadful inner-city accent. He is in no way related to Captain Oliver Caine who, in an engagement near Delhi on June 14th 1927, successfully defeated over 500 Indian civilians campaigning for the right of self-rule. Both he, his armoured car driver, and his machine gunner were promoted.

(3) Of the 1,344 Victoria Crosses ever awarded, 11 were given to soldiers defending Rorke's Drift.

(4) As further proof that modern weapons played only a small part in the engagement, we are pleased to announce that in the actual battle, rifles and not, as the film suggests, carbines were used by the Welsh Borderers.

(5) Political and current Zulu tribal leader Chief Buthelezi actually played Zulu King Cetewayo in the film.

# BLOODY GOOD GAMES? TOO BLOODY RIGHT

**In which we dismiss the preposterous notion that memorable Michael Caine movies are somehow linked to Amiga games.**

Super Skidmarks. Minus the Minis.

SWOS. Minus Sly Stallone in goal.

EDIT TACTICS (USER B)

| | | |
|---|---|---|
| 1 | GAVIN WARD | G |
| 2 | SIMON GRAYSON | RB |
| 4 | JIMMY WILLIS | D |
| 5 | MIKE WHITLOW | D |
| 3 | NEIL LEWIS | LB |
| 6 | FRANZ CARR | RW |
| 8 | MARK BLAKE | M |
| 11 | LEE PHILPOTT | LW |
| 10 | STEVE WALSH | A |
| 9 | IWAN ROBERTS | A |
| 7 | JULIAN JOACHIM | A |
| 12 | KEVIN POOLE | G |
| 13 | NICKY MOHAN | D |
| 14 | STEVE THOMPSON | M |
| 15 | DAVID SPEEDIE | A |
| 16 | MARK DRAPER | M |

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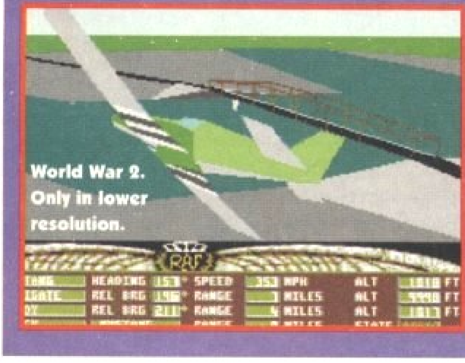
You could argue that Michael Caine's success was, in some way, connected to the output of games for the Commodore Amiga over the years. And to specify your case further, you could also argue that the reason that many of Caine's movies are rubbish while others are great is because the crap ones bear no obvious comparison to Amiga games.

By saying this you would, of course, be nuttier than the freak who recently posted a sixty page death-threat to our offices and was consequently visited by his local police, who feared that he may be in possession of a firearms licence. To prove this beyond doubt (and not, for example, in a feeble bid to at least try to mention Amiga games at some point this feature), and hopefully dissuade similar readers from posting their own brain-addled nonsense, we'll show you it just isn't the case.

Zulu (1963) = *Rorke's Drift* (Impressions)
"Ahh, but you see..." say assorted nutters from their Nazi militaria-strewn bedrooms, "Zulu was a great film, and there's an Amiga game about it." But, despite proving your theory, the game was rubbish, we contend. And we bet you can't think of another one.

Battle of Britain (1969) = *Overlord* (Rowan)
"Caine appeared as Squadron Leader Canfield, a WW2 Spitfire pilot," mutter the cranks, "and you can recreate his antics perfectly on the Amiga." Curses, we concur. Okay, that's two. Bet you can't make three though...

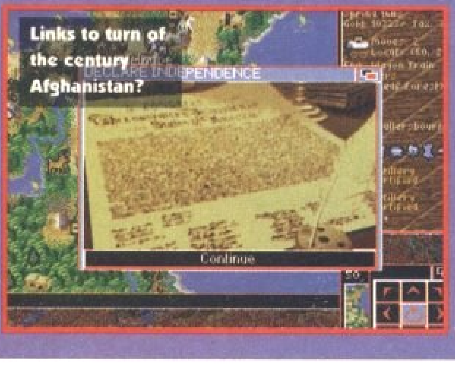

World War 2. Only in lower resolution.

The Italian Job (1969) = *Super Skidmarks*
"You yourself made the connection between this ultimate caper movie and *Skidmarks'* ability to race red, white and blue Mini Coopers," foam the screwballs, absent-mindedly flicking through a well-thumbed copy of Mein Kampf. Damn, we mutter.

Escape To Victory (1981) = *SWOS* (Sensible)
"Unrealistically beating the Master Race at football," dribble the dingbats, "was a Prisoner Of War team coached by Michael Caine's character Captain John Colby. It was about football. And so is *SWOS*."
Sweat starts to bead on out brows.

The Man Who Would Be King (1975) = *Civilisation* (Microprose)
"Caine and Connery venture into the mountains and become leaders, almost exactly the same as carving up a continent in *Civilisation.* Admittedly they're in Afghanistan in the film, but we think that it's close enough to prove our point." So say these reclusive morons as they goose-step around their living room. "Now let's hear your argument."

Okay, we begin, you have mentioned five good Michael Caine films with obvious links to Amiga games. But you haven't mentioned Alfie (1966) or Mona Lisa (1986) or Funeral In Berlin (1967) or The Ipcress File (1965) or Educating Rita (1983) which were all very good films (far better than, for example, Escape To Victory) but have no Amiga games you can link them to, and therefore fail to obey your stupid rule.


Links to turn of the century Afghanistan?

Conversely, you haven't mentioned Ashanti (1979) which is a terrible film where Michael Caine's wife (indeed his real wife, Shakira) is kidnapped and he is forced to overcome all manner of obstacles to rescue her – just like pretty much every single platform game ever. Therefore that's at least one bad film that can very easily be tied into Amiga games.

Finally though – and this is the real killer – you named five films, yet the Swansea Film Directory (thanks internet, we're sorry about all the bad things we said about you in the past *(No we're not. – Ed)* lists 88 films featuring Michael Caine, so your preposterous theory is based on less than 6% of his creative output. You failed to mention (deep breath)...

Hell In Korea, The Steel Bayonet, Panic In The Parlour, How To Murder A Rich Uncle, A Woman Of Mystery, The Two-Headed Spy, The Key, Carve Her Name With Pride, Blind Spot, Room 43, Breakout, The Bulldog Breed, Foxhole In Cairo, The Day The Earth Caught Fire, The Wrong Arm Of The Law, Solo For Sparrow, The Ipcress File, The Wrong Box, Gambit, Alfie, Woman Times Seven, Tonight Let's All Make Love In London, Hurry Sundown, Funeral In Berlin, Billion Dollar Brain,. The Magus, Deadfall, Play Dirty, Too Late The Hero, Simon, Simon, The Last Valley, Kidnapped, Get Carter, X, Y And Zee, Sleuth, Pulp, The Destructors, The Black Windmill, The Wilby Conspiracy, The Romantic Englishwoman, Peeper, Harry And Walter Go To New York, The Eagle Has Landed, Silver Bears, A Bridge Too Far, The Swarm, California Suite, Beyond The Poseidon Adventure, Ashanti, The Island, Dressed To Kill, The Hand, Deathtrap, The Jigsaw Man, Educating Rita, The Honorary Consul, Beyond The Limit, Blame It On Rio, Water, The Holcroft Covenant, The Whistle Blower, Sweet Liberty, Mona Lisa, Hannah And Her Sisters, Half Moon Street, Surrender, Jaws: The Revenge, Hero, The Forth Protocol, Without A Clue, Jack The Ripper, Dirty Rotten Scoundrels, A Shock To The System, Mr Destiny, Jekyll And Hyde, Bullseye!, Noises Off, The Muppet Christmas Carol, Blue Ice, World War 2: When Lions Roared, On Deadly Ground, Midnight In St Petersburg, Bullet To Beijing And Blood And Wine...

...many of which are good, many of which are bad, but not many of which have Amiga games they can be linked to. So there.

"Oh," say the fanatical loons, taking off their coal scuttle helmets, "you may have a point there. You're completely right."

Yes, we say, all turning and smiling to the camera simultaneously. That is because we are AMIGA POWER.

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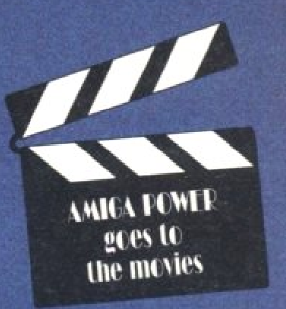

Do you remember the glorious pre-war days of AMIGA POWER when stars strolled the leafy boulevards of its pages, when publishers were great fat tycoons who always knew what they wanted and the directors were a younger, leaner, hungrier breed?

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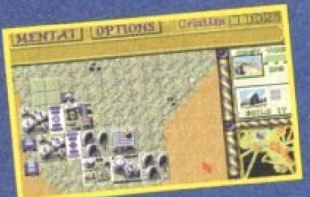

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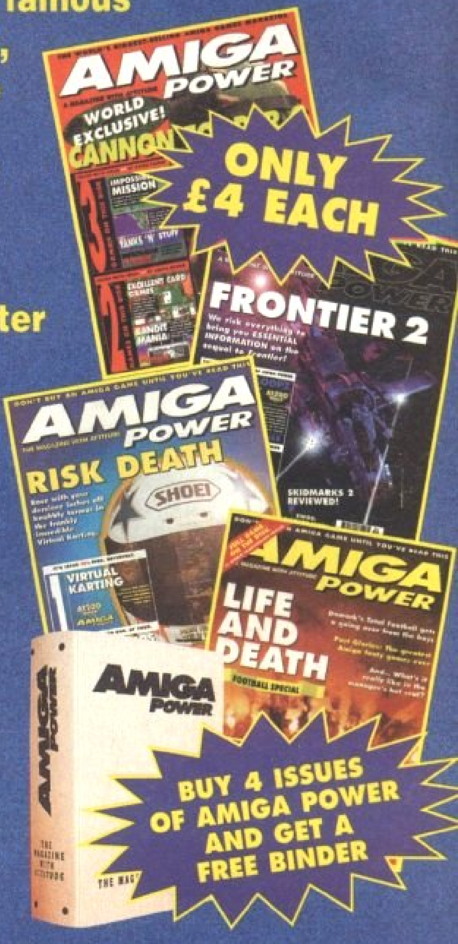

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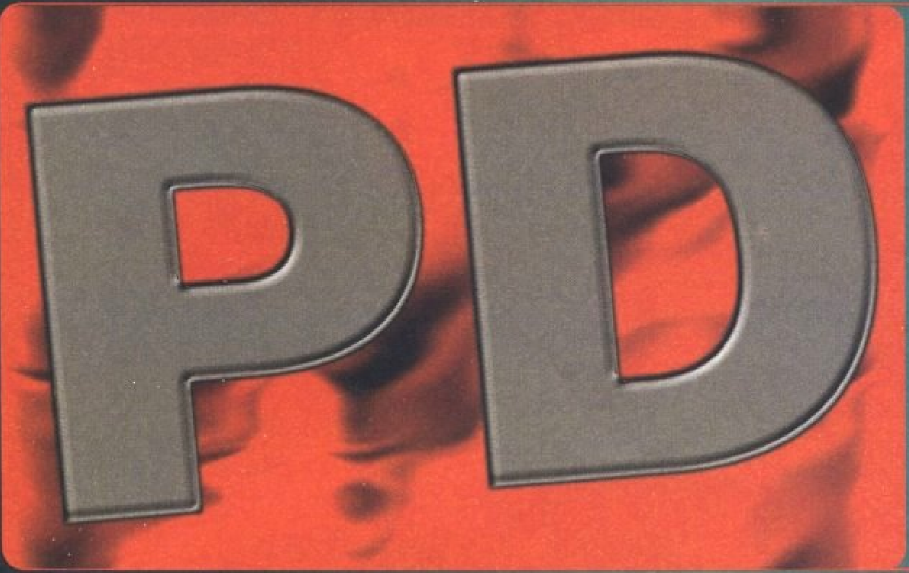
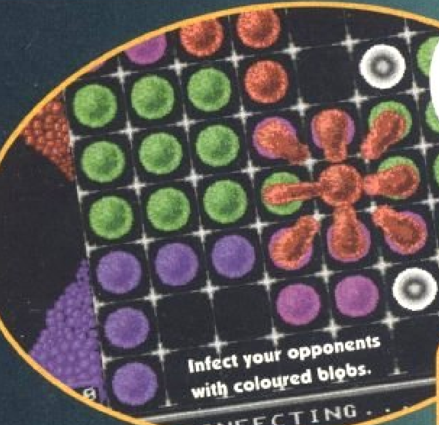
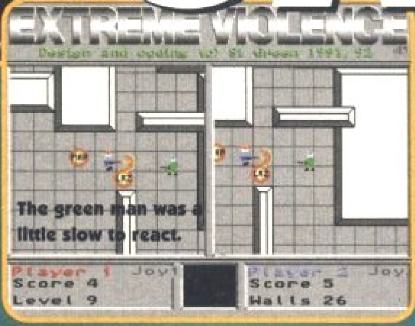


**Finding even new PD games for the Amiga hard to come by, Martin Axford scrapes a barrel of despair. And, to his surprise, finds his fingers coated with something that's actually rather stickily pleasant.**

# GILBO'S GAMES



Infect your opponents with coloured blobs.



The green man was a little slow to react.

## Hornesoft PD

*Gilbo's Games* is a collection of PD material, compiled by Martyn 'Gilbo' Gilbert, or rather compiled BY US. Since most of these games appeared for the first time on an AMIGA POWER coverdisk, we feel we deserve some credit.

Perhaps the best game here is *Super Obliteration* which you may remember from AP38's cover disk, in which you have to shoot asteroids to smithereens within a set time limit. Each time you break up the asteroids into smaller pieces, power-ups and collectables appear – the most useful of which is one that freezes the asteroids. It's a one-player only game but has thirty levels to contend with.

*Infection* is another great game, a claim substantiated by its appearance on the AP49 coverdisk. A PD version of Othello, *Infection* requires you to infect a 7x7 square grid with your own coloured cells in order to eliminate opponents. You begin with one cell but by duplicating it into an empty square it will infect neighbouring cells. Occasionally tedious, the fun increases substantially when playing in the four-player mode. With three others, natch.

If one game will test how handy you are with your hand, its *Mad Bomber 2*. Bomber Fred appears over the top of a wall and drops bombs which you must prevent from hitting the ground. The rate at which he drops them increases with each new level until he begins to literally chuck them down. Mad indeed.

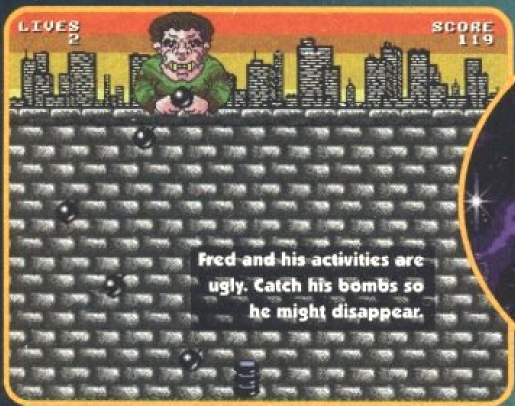
*Missile Command* (we've had at least three versions of this old arcade classic) is the only other game here which can be played by one-player only. (That isn't to make you feel inadequate, just lonely.) However, I'm sure there's no need to explain the game to you, is there?

While not particularly great to look at, *Extreme Violence* (erm, AP24's disk) is one of those games which benefits from its simplistic approach. Using a split-screen, two-players control their men around a blocky maze relying on a small indicator to help them find each other's whereabouts. Before sneaking up and blasting your opponent's head off. Again, power-ups which double walking speed and velocity of bullets are there for the taking. So take them.

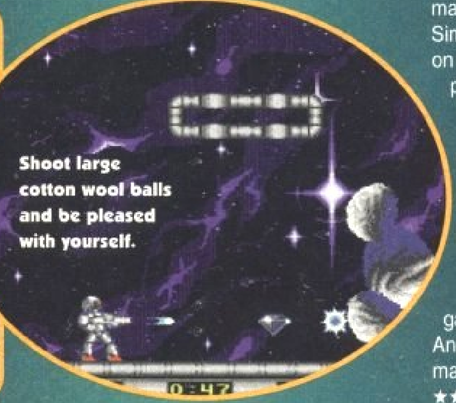
And so to the two remaining games. *Mega Squad* is a two-player combat style game. Each player controls a rocket which they fly around a maze, either playing 'tag' or fighting each other. Similarly, *Tankkk!* (AP48 that one) relies heavily on player interaction. Between two and four players drive badly drawn tanks around a series of four battlefields, trying to destroy as many opponents as possible. With its rebounding bullets and plentiful choice of options, it is substantially better than its Finnish programmers' spelling ability. And not at all the game that Team 17 blatantly copied to make *Worms*. Oh no.

With seven games on one disk, Gilbo's games represents excellent value for money. And even if money were no object it wouldn't matter – this is a fine compilation anyway.

★★★★★

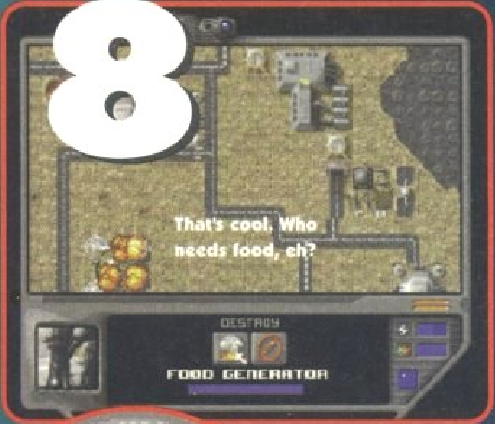


Fred and his activities are ugly. Catch his bombs so he might disappear.



Shoot large cotton wool balls and be pleased with yourself.

# GAMES 8


DESTROY
FOOD GENERATOR

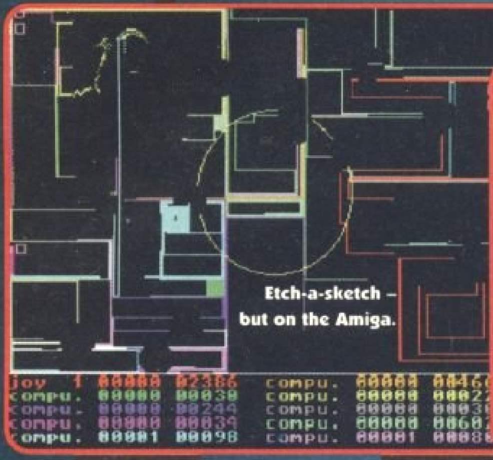
That's cool. Who needs food, eh?

### Online PD

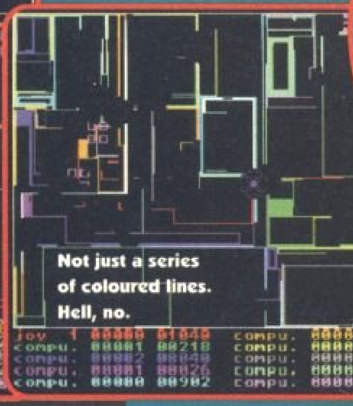
Having played the seven games on *Gilbo's Games,* I mistakenly looked at *Games 8* and cursed my luck. Fortunately, it is the eighth edition in a series of Online compilations and contains only three games. Not eight. Ahem.

*Megatron* is the one game which, if any, will be new to AMIGA POWER readers since *Knockout* and *Breed 96* have appeared on coverdisks in recent months. Based on Walt Disney's film *Tron,* it requires you to steer a rasterbike (in this case, coloured lines on a black background) around while trying to kill your opponents by forcing them into a wall, and avoid being killed yourself.

You have access to three weapons from an arsenal of nine, though you have to buy them from your 1,000 credit allowance. The weapons range in price from between 2-1,000 credits with the effectiveness of each increasing according to price. More credits can be earned relative to the time you spend alive or the number of opponents you kill.


joy 1 00000 02386
compu. 00000 00030
compu. 00000 00244
compu. 00000 00034
compu. 00001 00098
compu. 00000 0046
compu. 00000 0002
compu. 00000 0003
compu. 00000 0060
compu. 00001 0008

Etch-a-sketch – but on the Amiga.


joy 1 00000 01040
compu. 00001 00218
compu. 00002 00040
compu. 00001 00026
compu. 00000 00902
compu. 00004 00014
compu. 00000 00556
compu. 00001 00546
compu. 00000 00694
compu. 00002 00336

Not just a series of coloured lines. Hell, no.

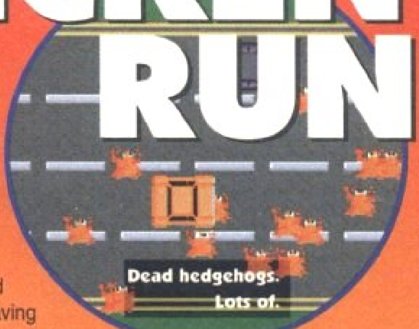
Doush, doush, aargh.

Initially confusing, *Mega Tron* grew on me considerably as I wreaked colourful havoc with my red lines. *Mega Tron* also has a ten-player Mode Of Champions (requiring two four-player adaptors, however) which truly is a wonder to behold.

If, for some piffling reason, you haven't yet played *Knockout* or *Breed 96* then get hold of AP back issues 60 & 61. Alternatively, buy them on this compilation and experience *Mega Tron* too. For a fraction of the price. ★★★★

# CHICKEN RUN

### Online PD



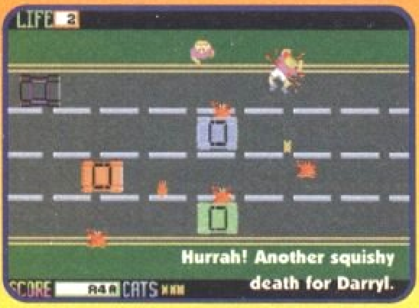
Dead hedgehogs. Lots of.

There is a very fine line between PD games which are crap and those which should never have seen the light of day. A line which *Chicken Run* is in danger of falling off.

Controlling a kid called Darryl is bad enough but having to run him back and forth across the M11, while dodging cars, is the work of a moron. The entire game is a pointless display of ineptness – and a not particularly difficult version of *Frogger.*

There is only one level and because it's relatively easy to get Darryl crossing the road safely, the only real challenge is presented in trying to look after the welfare of hedgehogs who insist on crossing the road. Guide them to safety and you'll score a bonus point. Big deal.

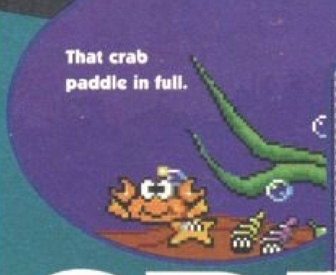
Collecting the golden statues of cats provides Darryl with power-ups which can increase his speed and, er, make him run faster. Unfortunately, they also provide him with more lives which is hardly an incentive. Darryl deserves to suffer, you don't. ★


LIFE 2
SCORE 840 CATS

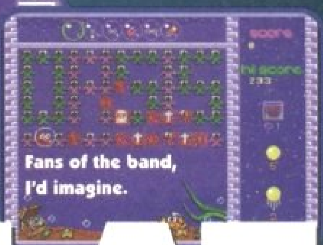
Hurrah! Another squishy death for Darryl.

# SPLAT

### 5th Dimension Licenceware



That crab paddle in full.


score
hi score

Fans of the band, I'd imagine.

The second *Breakout* style game this month, *Splat* is a more friendly affair than *Inersex;* riddled with fish and not, for example, naked women.

Move your crab paddle across the ocean bed while keeping the ball in play, displacing the various assortment of fish which lurk above you – some of which require more than one hit. Additionally, there is a bubble which floats around, randomly deflecting the ball, which I thought was a nice touch – however annoying its function is.

There are 50 levels in total, each with a different series of fish to batter (sorry), which should keep fans of these games happy for quite some time. Especially since you only have nine lives with seemingly no option to gather any more. Pressing on the right mouse button during play will select various bonuses such as a megaball and magnetic force, but owing to the original speed of the ball such bonuses are often useless.

I used to find it disconcerting that *Breakout* games remained a popular genre of PD but on the evidence of *Inersex* and *Splat* this month I have been convinced. ★★★★

# THUNDERDAWN

**5th Dimension Licenceware**

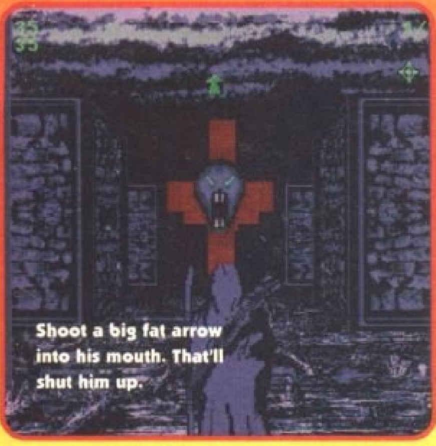
The author of *Thunderdawn*, Andrew Campbell, is slightly paranoid. In the instructions, he writes: "I really hate it when games like this are compared to texture mapped creations on the market. So please, don't do it alright? And don't compare it to *Dungeon Master 2* either." As if?

The problem is, *ThunderDawn* is like many of the texture mapped creations on the market. Not unlike *Dungeon Master 2* in fact. Having been imprisoned, by some strange force (Andrew isn't quite sure how it happened), in a monster-infested maze, it would seem like a good idea to try and escape. But no, instead you have to traipse around aimlessly, wearing an outfit more suited to Little Red Riding Hood, in the hope that you might stumble on some blood crystals that are left in the monsters' nests.

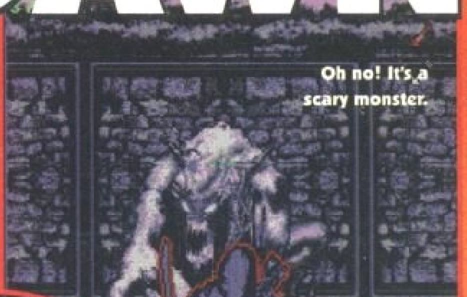
Essentially, *Thunderdawn* is a point-and-click adventure and though keyboard keys may be used during the game, they are largely of no use at all. I quite enjoyed playing it to begin with – killing huge monsters with arrows can be reasonable fun in itself and there are plenty of things lying around to hunt for, ranging from arrows, magic arrows, energy and the all-important portal keys. Oh, not forgetting those blood crystals too.

Unfortunately, once you've wandered around for a bit, collected a key and seen the screen wobble about because a monster is trying to kill you, it seems like 'game over'. The collectables promised to you beforehand fail to materialise until you're so fed up that when they do suddenly appear, you couldn't care less.

Written in Amos (oh yes), *Thunderdawn* is frustrating. The concept is there but like *Fever*, reviewed in AP a while ago, it is a piece of time-wasting nonsense that deserves nothing less than a kick on its scabby shin. ★


Shoot a big fat arrow into his mouth. That'll shut him up.

Saturday Night Fever had a dance floor like this.


Oh no! It's a scary monster.

# INERSEX

**Online PD**

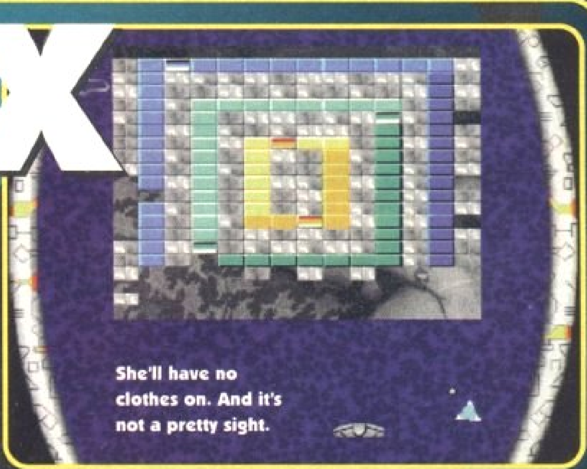
Once you've requested the English set of instructions, *Inersex* suddenly becomes *Brain Lego* – which sounds intriguing. Though not quite as intriguing as the "Forbidden to under 18-year-olds" warning which appears on the readme documentation.

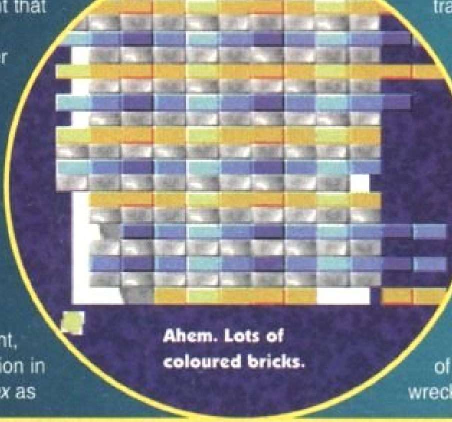
After a spot of political comment from the French programmers, a doctored image of the Keep Britain Tidy fellow dumping a swastika in the bin, it soon becomes evident that *Inersex, Brain Lego* or whatever, is just another *Breakout* clone. Only it's not quite "just another *Breakout* clone".

Hiding behind the bricks of brainy lego are pictures of naked women. Which is a shame, because if it wasn't this poor excuse for entertainment, I would have no hesitation in recommending *Inersex* as one of the best games of this genre I've seen.

Using the mouse buttons you are able to move and direct the ball before releasing it. The action is fast and frenetic and because the ball is relatively small it takes a great deal of concentration and skill to complete each level. There are also a whole host of power-ups which can do anything from speeding up the ball, braking it or transforming it into a bomb. Power-ups fall when a brick has been displaced, but are accompanied by aliens which you must avoid along with a form of power-up which only serve to put you off by darkening or hiding half the screen.

With so many items falling, and the added distraction of a prong appearing from the bottom of the screen intent on wrecking your paddle, it's often difficult to know which ones you should try and collect and those you need to ignore. That aside, *Inersex* is a classic PD game – requiring a high level of skill and thoroughly enjoyable. I'd certainly recommend it to the women featured in it, they look as though they need cheering up. ★★★


She'll have no clothes on. And it's not a pretty sight.


Ahem. Lots of coloured bricks.

## WHERE? HOW MUCH?

Online PD 01704 834335/834583
(75p per disk +75p P&P)
Hornesoft PD and 5th Dimension Licenceware 01142 967825
(PD disks 65p +70p P&P. Licenceware titles £2.95 inc P&P)

# COMPLETE CONTROL

**It's Summer. Birds skit across the sky, streams trickle gaily across our countryside, life's waters are rolling past you. Go outside. Chase light-drenched youngsters across secluded glens. Do horrible things to innocent wildlife. Don't sit inside and cheat on computer games: You'll regret it. Believe me, I know about this. C-Monster knows everything.**

# SENSIBLE WORLD OF SOCCER

I view it no coincidence that Northampton's most blessed son's initials are identical to our most high Lord and Saviour's. Now the Messiah of Tips performs another Miracle of Tippery on Sensible's finest and most bugged hour. Amen to that.

"When you know you're going to be fired within the next three games OR if you've had a job offer you can't refuse try the following:

"Trade/swap all of your best players for the team you're moving to's worst, and just before you leave sell off any other good players using the FREE TRANSFER option. Don't sell all the players in the team, as the next time you play them the game will crash.

"Now rearrange the player positions to unsuitable ones, such as the goalkeeper up front, the best remaining striker in goal or Andy Cole as striker. Now in the following season your new club will have all your previous team's best players as well as it's own. Also the team you've left behind will hardly win any games, score about five goals, concede about a hundred and drop through the divisions like *("Michael Jackson's" – Ed)* ABC figures. Hurrah!

"Also don't bother buying Peter Schmeichel, as he always seems to get injured. He's the only keeper I've seen who does. Also disregard any £3 Million goalkeepers, as the star rating shows that the £1.3 Million David Seaman is just as good as the £3 Million Darci."

## 6 PAGES OF PREMIUM PLAYING TIPS START HERE

**Charlie J Cool** . . . . . . 34
**Colonisation** . . . . . . . 35
**Dynablaster** . . . . . . . 34
**Gravity Power** . . . . . 35
**Last Resort** . . . . . 38-39
**Manic Manoeuvre** . . . 35
**Sabre Team** . . . . . . . 35
**SWOS** . . . . . . . . . . . 34
**SWOS Tactics** . . . . 36-37
**Worms** . . . . . . . . . . 34

# DYNABLASTER /BOMBERMAN

It's interesting to note that if you merely type the keys listed below nothing to intrigue you will occur. Likewise, if you type BOMBERMAN on the title screen the only stimulus your optical nerves will receive is a white flash. However, according to Craig Farrington, if you perform the latter task before the initial one something wonderful will happen.

Delete = Bomb block off
F1 to F8 = Level select
F9 = End sequence
Help = Bomb shield off
1 to 8 = Sub level select
F10 = Skip through the levels

# CHARLIE J COOL

Being dragged before the Law Courts on a libel charge scares me, hence I feel unable to add any comment on the quality of this dubious platformer. But Craig Hesmondhalgh? A man with no fear.

"Here are some cheat codes for the heinous lump of crap *(Allegedly. – Legal Ed)* that is *Charlie J Cool*. Pause the game and type:

CURRY AND RICE – 20 Lives
BAD BOY – Skip Level
WAIT DA MAM – Infinite Lives
DREAMZONE – Invincible

Unpause and at least you should be able to get it over with quickly. And this should help you fill some space: After all 18,704 readers can't be wrong, eh? *(Hnnnghh-Ed).*

# WORMS

I'm really sorry. I know you lot are my chums, but I just can't bring myself to write another intro to some lubricus-related tippery, another passage of entrance to the mere writhing of these thrice-damned bait objects. James Caygill's tips can speak for themselves.

"If you type in RUSHMORE where you would usually type in something rude (ie when the level is being drawn and the screen is blue) you will get a level that, surprisingly, looks like Mount Rushmore. This is not a cheat as some fool thought a few issues ago, as it tells you about it in the manual. Fool.

"Also to play a game of "2 teams vs 2 teams" select four teams as you would for a four-player game, then select two of them again, so that instead of a star a black dot appears next to a team name. You'll now have two teams each consisting of eight worms. Comprende?

"Finally, if you want to alter the FRICTION, GRAVITY and WATER COLOUR on your custom levels, draw the level and save it thus: Filename.XYZ.WRM (with XYZ replaced by numbers from one to five to represent each variable).

"And you were right first time: my socks were indeed cotton. *(I knew that. The wool comment was added by a sub-editor ignorant to my huge psychic insight. – CM)"*

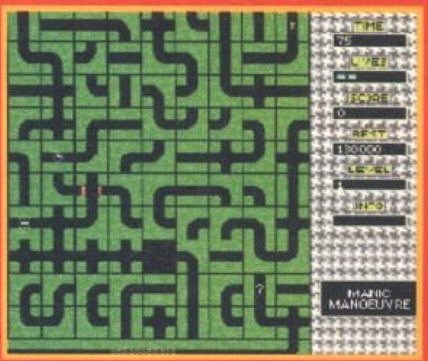
# MANIC MANOEUVRE

It would be in the poorest taste to make a Richey James/Manic Street Preachers joke at this point, especially the one I'm considering. So forget the possible existence of such a ribald jest, lie back and let cider-drenched, Somerset homeboy Matthew Smith's in-depth guide to our coverdisk *Pipemania* clone wash away any traces of existential angst. You know it makes sense.

"I've never written before, but as you are the master of all things tip-related I thought I would get in touch and share some little gems with you, relating to the *Pipemania* Clone of Champions *(Isn't he sweet? – CM)*.

"Make sure that you go out of your way to collect extra time and life tokens. Both are highly useful to your cause, and if they're not on your chosen path, swiftly make them so. This way you will have some valuable extra seconds which will prove vital to avoid the immovable block strewn blocks *(What? – Ed)* so common on later levels. Also if you make an error an extra life will ensure that you and the level are no worse than when you started.

"As soon as you begin each level, freeze the car and attempt to construct a path which leads more or less diagonally from top left to bottom right. If an immovable object blocks your path then don't panic, just build carefully around it with straight tiles. This is a good time to utilise those containing bonuses. As soon as the path is complete, unfreeze the car, and hopefully you will add a "time left" bonus to your end of level score. If your time runs out you should still have some time to complete the track, because the car still has to travel up the left of the screen and down the passage you've already completed.



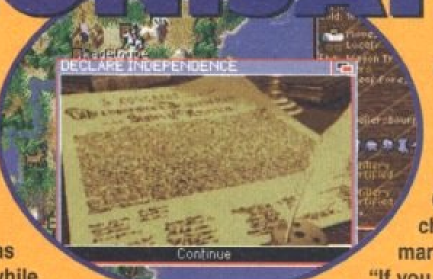
"If you don't think you can cope with all this hectic tile-shuffling, then there is a way to ensure victory at a more leisurely pace. As the level begins, freeze the car as normal and quickly construct a large, looping path with one end open, which should be connected with the entrance path.

"Allow the car to enter the loop, freeze the auto and seal the loop. When the car is released it'll spin eternally until you choose to release it, allowing you to make a path to the exit. When it's completed the car should be ushered out by connecting it to the loop. DO NOT, under any circumstances whatsoever, make the loop too small, or you'll find that releasing the car is made ludicrously difficult, especially if you're short of time.

"Do not make an unnecessary effort to collect points and multipliers, as chances are you'll probably crash embarrassingly. A big bonus is nice, but a dented bonnet and painful whiplash are decidedly unpleasant.

"And turn off the music. If you disobey this you'll lose the will to live within five minutes *(I agree. – Richey Edwards)*"

# COLONISATION



The question that's bugging our household at the moment is "Has the US ever actually won a war?". They won the American Civil War, but since they lost that one as well it can't count. And while they undoubtedly won the War Of Independence, they weren't actually the United States until they did so? Anyway, it's the War Of Independence that this pseudo-civilisation game allows you to recreate. And it's this tip from James Caygill that allows you to cheat on it. Pretty marvellous, eh?

"If you name your first settlement "Charlotte" you'll gain £50,000 and access to the whole map without all the tedious exploring malarkey."

# GRAVITY POWER

I'm completely fed up with gravity. It's just dragging me down. But according to James Caygill, by pressing "S" during the game you enter a disturbing Prozac-influenced slow-motion mode.

# SABRE TEAM

I don't believe I've ever mentioned that I'm an experienced fencer. I favour the foil for its lightweight accuracy and uncannily perfect mixture of skill and brutality, but the sabre does hold a certain fascination. It's a warped tornado of testosterone-boosted psychosis, with bouts lasting mere seconds. Which makes the rather lengthy games of this James-Caygill-tipped SAS-sim rather ill-monikered.

"On the blueprint screen imagine the picture of soldiers are numbered from one (top) to four (bottom). Click on 3412 and then 2413, and let the CPU take it's turn again. On the next turn you'll have infinite movement."

# DON'T FORGET

Altruism is a curious thing and is, bar narcissism, the only reason to write in to this column. This I intend to change. From next month I will offer you something more solid as motivation, something which mere transient money could not buy: So from now until I get sacked I'm going to send the tip of the month something of immeasurable worth from the secluded corners of my private chamber. Next month you, gentle reader, could be the proud owner of my own five-foot, blasphemous, death-wreathed student jumper. Only the most sartorially elegant need apply...

**Complete Control**
**AMIGA POWER**
**30 Monmouth Street,**
**BATH**
**BA1 2BW**

or climb aboard the BinaryClipper and paddle to bs4kmg@bath.ac.uk

# SENSIBL OF S

## Steve Bradley. Tips. To be read.

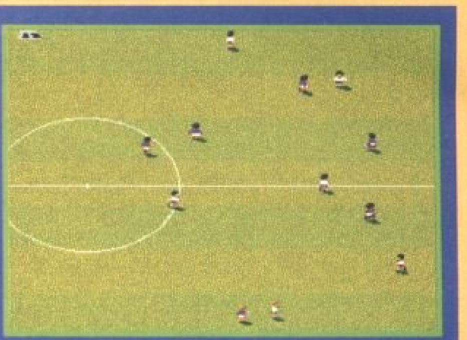
Of course, in the good old days, you could simply saunter up to the edge of the box and slot the ball just inside the post with almost monotonous regularity. Oh for the original *Sensible Soccer*. But that was four years ago. How times have changed. *Sensible World of Soccer* caught quite a few of the 'serious' Sensites (sounds good enough) by surprise. 'What-no-saunter-to-the-edge-of-the-box-and-slot-the-ball-just-inside-the- post-with-almost-monotonous-regularity', they cried. 'Botheration', they continued.

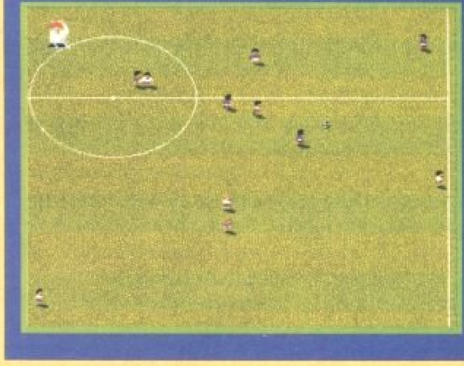
New tactics had to be devised, close control had to be worked on, the lads needed fresh spirit, renewed vigour, and most importantly, new routes to the onion bag. But given that each player in *SWOS* has a value and skill rating, much depends on the raw material you get to work with. For instance, it's all well and good unleashing Antony Yeboah howitzers till a bovine return is on the cards, but can you do the same with a Torquay United centre forward? Non, nein, no.

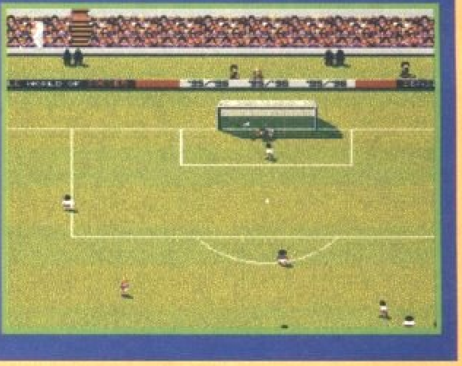
So the team you play and the players you use make an important difference. But there's more to it. *Sensi* is one those rare games that you can play in vastly different ways and still come out with the medal. Whether you're knocking short baubles around Terry's Christmas Tree to pull your opponents out of position or hoofing the ball straight over your midfield towards a deadly front two, the result can still be the same if you've developed an unhealthy knowledge of what to do and when to do it. Let us, without much ado about nothing further, meander through some of *SWOS*'s finest methods of putting ball to bag.

## THE 50 YARD CURLER

**Aha. You could do this in the original version of *Sensi* but it's still a fun way to finish. You receive the ball out on the wing. Cut in five yards – you're only just inside their half – and whoosh the ball toward the net with tremendous aftertouch. Regard with some glee how the ball bounces on the six yard line and flies up into the net over the stranded onion bag custodian.**

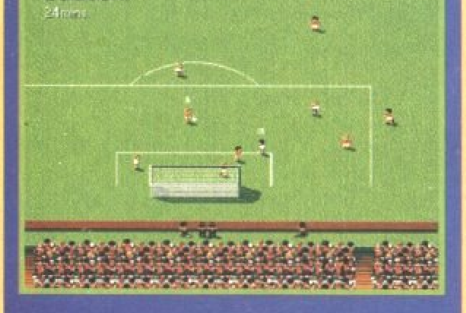






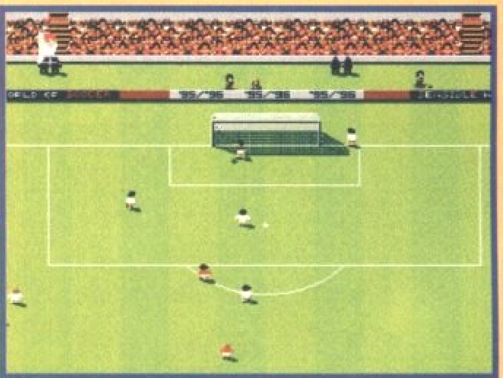
## THE PASS ACROSS THE SIX YARD BOX

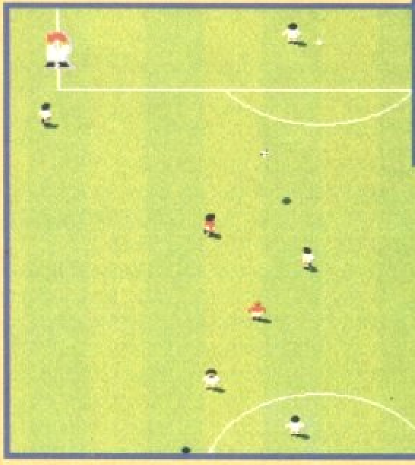
**A delightful addition to the arsenal and no mistake. This is probably easiest when playing a 4-3-3 formation, the extra fellow up front giving you more options. Basically, it runs thus; snake elegantly towards the corner of the six yard box then swivel and look up. Is your team mate lurking just outside said box with keeper standing forlornly betwixt? Good. Lay a short ball confidently across the box and slot the ball home while the goalie watches in admiration.**



## THE LOOPING WELLY

Not the easiest strike to master but it has tremendous shock value the first time you pull it off in a two-player game. You need to be dead on line with one corner of the net (just inside the post, as it were) for a successful conclusion. Jog out of the centre circle goalward. When you're about fifty yards from the bag, unleash a mighty forward and full pull back manoeuvre without erring either side. The ball will swoop high in the air and lift past the startled keeper into the top corner of the net.

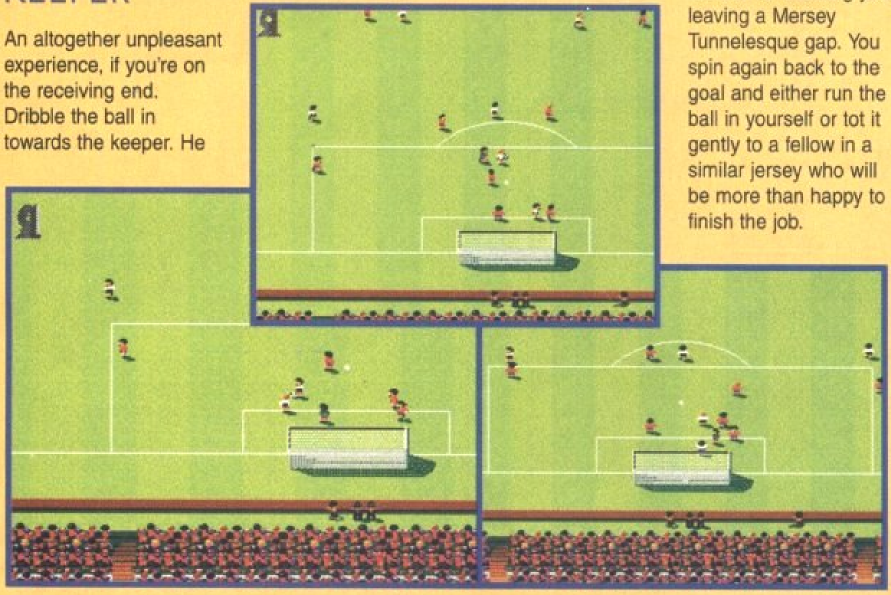


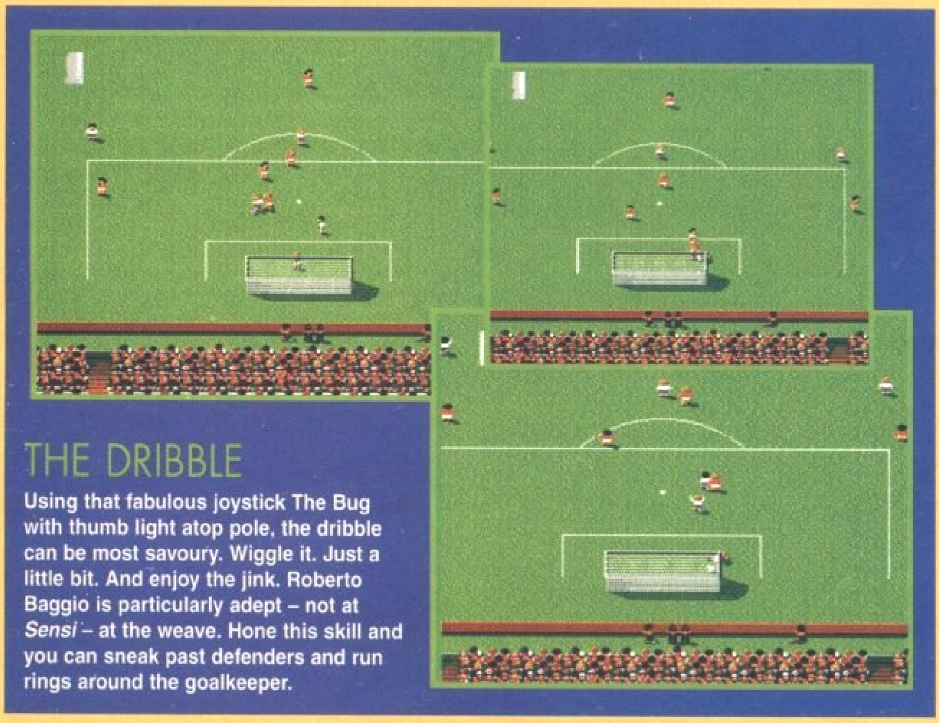


# E WORLD
# OCCER

## THE DRAWING OF THE KEEPER

An altogether unpleasant experience, if you're on the receiving end. Dribble the ball in towards the keeper. He comes to greet you but you swivel on a sixpence and shuffle back to the edge of the area. But the buffoon is following you leaving a Mersey Tunnelesque gap. You spin again back to the goal and either run the ball in yourself or tot it gently to a fellow in a similar jersey who will be more than happy to finish the job.



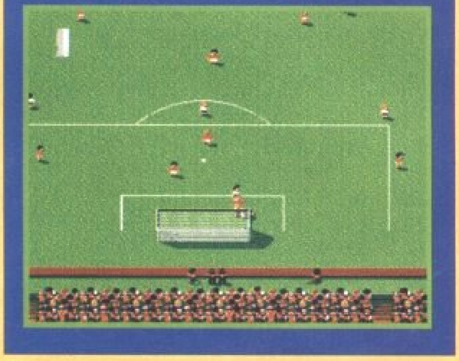


## THE DRIBBLE

**Using that fabulous joystick The Bug with thumb light atop pole, the dribble can be most savoury. Wiggle it. Just a little bit. And enjoy the jink. Roberto Baggio is particularly adept – not at *Sensi* – at the weave. Hone this skill and you can sneak past defenders and run rings around the goalkeeper.**

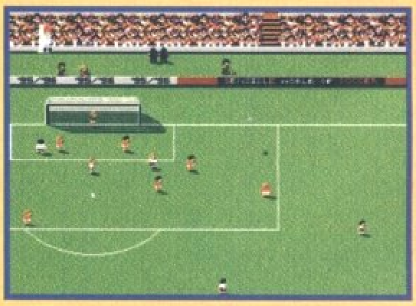
## THE CURL FROM INSIDE THE BOX

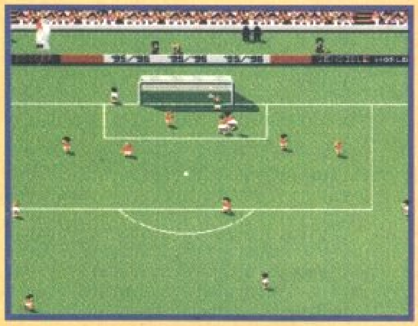
**Standard practice, really. Receive the ball in the corner of the 18 yard area, look up, then unleash a joyous bender into the top corner using a deal of aftertouch. You must know the score by now.**



## THE DIVING HEADER FROM THE CORNER

What FUN! A far easier manoeuvre than many imagine, the near post diving header into the roof of the net is perhaps the most satisfying manner in which to notch the board. Read up. A simple, full click on the button (none of that aftertouch, mind) at the corner flag sees the ball head towards the first angle of the six yard box where your striker hovers. As the ball loops over, pull the hoverer back diagonally away from goal and in an instant, shift him diagonally back towards the now nearing ball. Bash the fire button and delight as he nuts the ball with some force into the roof of the net.





# MUTILATED?

Then you need...

# THE LAST RESORT

with C-Monster

**C-Monster would like to have it pointed out that he is not a bloody hippy, even though he bears an uncanny resemblance to one.**

---

**Like Martin Luther King, I have a dream. I hope that this column forms the nucleus for a new brotherhood of man. I pray that the example of this simple meeting place will show that free exchange of information leads to increased happiness for all...** ***(Sounds like a bloody hippy to me. – Ed).***

### MONKEY ISLAND 2

**Q** "In MONKEY ISLAND 2 I'm unable to get Elaine Marley's map piece because the bird has stolen it. I've climbed into the treehouse, seen the bird and I'm still unable to get the map piece. Can you please help me?"
**Master Methionine Sulphate Lewis, Doncaster**

**A** Are you paying attention, Methionine? I gave the answer to this one a few months ago, but since you sent two charming letters begging for help I'll repeat myself: Go to Elaine's mansion. Pick up the dog. Return to the treehouse and use the mongrel with the pile of letters. Just don't waste my time again. Dismissed.

### PP HAMMER

**Q** "I need help on the game PP HAMMER. I have reached level 25 and cannot get the 'damned blue key'. Every time I have a go at the level I always end up one treasure short, as I can't get the aforementioned 'damned blue key'."
**Ase Welsh, Liverpool**

**A** By sensuously tickling keys 1-4 you'll gain extra items to help you as you wrestle this beast of a level to the floor.

### NEWCOMERS TO THE WONDERFUL WORLD OF THE AMIGA

**Q** "I have recently purchased an A1200 and am anxious to find out whether you have ever run cover disks/tips/reviews on *Aladdin* and *Theme*

## LOOSE ENDS

THE COLUMN THAT'S NOT PURPLE/BROWN.

**Q** "I'm stuck on EXILE. Where are and how do I get to: the sixth pass key, the cannon RCD and the mushroom filter. Does Chatter (the friendly robot) do anything except distribute energy pods?"
**Leslie Brian Reginald Wilson, Reading**

**Q** "I'm trying to play DUNE 2 on the A600. I'm the Atredies and the Sardukar keep blowing my base up before I can get an offensive going. Is there any way I can stop them firing their missiles at me or make them miss my base. Please help me."
**Gary Renshaw, Derbyshire**

**Q** "I have recently purchased the excellent PREMIER MANAGER 3. The problem is I am having difficulty getting out of the Conference League. I would be most grateful if you could give me any advice, tips or cheats which would make it possible to go on to greater things in the game. It's very frustrating staying in the same division season after season."
**Demonologist Freeman, Gateshead**

**Q** "On ROME I've reached level five but cannot complete it. Can someone out there please help me? I've put my men to the gate on the left and the gate on the bottom and the gate on the top left and the gates to Cleopatra but we always lose. Has someone got codes, or a cheat or a step by step description all the way to Rome? There must be a solution."
**Luke Sykes, Southern Italy**

**Q** "How do you dismantle the junction box near the boathouse in DREAMWEB. I'm getting annoyed."
**Lee Rodgers, Barnsley**

**Q** "I need a cheat for CD32 CANNON FODDER. I know about the cheat for the original format, but it just doesn't work."
**A Diseased Orange, Cornwall**

**Q** "Any cheats for VIROCOP?"
**Heinz (the red, fat cat), Holland**

**Q** "How do you get rid of that TERRIBLE black border when playing the doubles game on SUPER TENNIS CHAMPS? It's driving me crazy, and half the time I can't see my player."
**Eddie Wang**

# CASES CLOSED

REGULARS. PUBS HAVE THEM. AS DO TIPS COLUMNS.

### VIROCOP

**Q** It seems appropriate that on the day I watched the plot of King Kong being murdered in an horrendous remake, I have to type what Heinz believes is the best way to perforate the Kong that was so bothering **Dave Hoares.**

**A** "The solution to the problem is simple. To defeat King Kong follow this guide:

Shoot King Kong's nose, making it bleed three times in a row. Now walk either right or left, towards the ventilators in the floor. Once on top of these you can fly upwards and shoot the monsters in the corners. After that just keep shooting at the face of King Kong, beware the deadly bullets and have fun."

**Heinz (The red, fat cat), Holland**

**Q** What about that picture you promised me, Heinz?

**A** "It's still being drawn."

**Heinz (The red, fat cat), Holland**

### SWOS TEAM EDITOR

**Q** Paul Hawkins? He's probably still stuck probably. He's going to love Hull's very own Luke Sykes though...

**A** "All you have to do is load in your workbench, and then load the Editor. Be well advised to examine the on-screen instructions to avoid destroying your copy of SWOS as effectively as if you plunged it into a well. DON'T RUN TO ME FOR ANY SYMPATHY."

**Luke Sykes, Hull**

### FRONTIER

**Q** Fred's ship was roaming the Galaxy, seeking infinite power. My arch-sibling Cheesecake acted as Obi Wan to his Luke Skywalker, and the plot now develops as AP's very own Craig Hesmondhalgh puts on his Frank Oz voice, and makes like Yoda.

**A** Start on the planet Lava, go to the ship upgrade screen and sell everything. Exit and purchase the Cobra Mk One. Go back to the upgrade screen and buy a couple of extra passenger cabins, go to the bulletin board and accept any mission that involves passengers. Go back to the new ship screen and try to sell your ship for a smaller one.

Now, accompanied by clashing minor chords, enters the sneaky bit. The game refuses to let you sell a ship with passengers aboard, but is happy to pay for it. So by repeatedly clicking on it your bank balance can make the national debt of Brazil look like an orphan's pocket money."

**Craig Hesmondhalgh, Blackpool**

### HOOK

**Q** If only Steven Spielberg wrote to this column before making his empty souled Peter Pan sequel. Then perhaps AP reading eighties Pop-starette Kim Wild *(Sic, surely. – Ed)* could have aided him as much as she has aided Falkirk's Steven Brown, and he wouldn't have wasted two hours of my life.

**A** "To get the hat, walk behind Pirate's Square to where Mrs Smeedle keeps her washing. Pick up the pole and anchor, take a look at the jacket and then leave. Go to the pier and pick up the rope, then use it on the anchor to make the grappling hook.

Now head off to Pirate's Square. Use the hook three times on the top of the crocodile clock. You'll swing across the square. If you time it correctly, Peter will grab a hat from a person walking nearby.

Knock on Mrs Smeedle's door, then quickly swing back to the balcony. Go downstairs and swiftly make your way to Mrs Smeedle's washing line. Use the pole on the jacket and examine it to find a coin.

Head off to Dr Chops and let him pull out two of your gold teeth in return for two gold pieces. Next go to the Jolliest Rodger's place and talk to Fake Jake. Ask him if he'd like a drink. Give the three mugs and three coins to the bartender, and then give the three mugs to Fake Jake. When he falls asleep, take his trousers. Go back to Dr Chops and take the rollerblind. Make your way to Mrs Smeedle's again and use the rollerblind, allowing you to change into your uniform."

**Kim Wild, Dorset**

### BENEATH A STEEL SKY

**Q** About a week a go I received a fiery letter from one James Caygill, demanding the correct solution for the end of this fine Cyberpunk adventure, as Steve McGill's was "completely and utterly riddled with mistakes". Luckily one James Caygill sent a solution soon after. Life's funny occasionally.

**A** "After giving Joey a new humanoid shell perform the following:

Use Anita's card on the computer (in the room with the liquid nitrogen) causing the system to crash. By looking at the monitor you should realise that you've poisoned the flesh, grab a piece from the tank (with the tongs, natch) and use it with the liquid nitrogen. You should now have a piece of frozen poisoned flesh.

Now go right until you come to a door with a hand-print system. Demand that Joey (or Ken, if he's changed his name) puts his hand on the hand-print lock. Place your hand on it at the same moment he does. Joey/Ken should become stuck, but don't fret! Just go right until you come to some rungs into the abyss. Use the wire cable on the support and climb down. Now use the flesh on the orifice.

This should cause the screen to darken slightly and a door to open on the left. You should use the cable to swing to the exit. Talk to your father (in the game, you fool) and Joey should arrive on the screen sans arm. When your father falls from the chair, tell Joey to sit in it (If you're not quick enough then you'll be captured by the Linc system, who'll wipe your mind. Now sit back and watch the end sequence with obligatory repeating credits."

**James Caygill, Northhampton.**

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*Park* and whether those issues are still available. I am also interested in most games for the A1200, but I thought I should keep my request within reason: I might suggest you consider running a feature for new A1200 owners about what games to purchase. Or something."

**Gary Lilly, London**

**A** Well, Jonathan number one reviewed *Aladdin* in issue 44 and Cam cast his auburn lashes over *Theme Park A1200* in issue 42, which is complemented by an exciting *Theme Park* guide lavishly spread across issues 43 and 44. All these issues are available from mail order on page 30.

But as the lowliest member of the AP conglomerate (even the coffee mugs are held in higher esteem than me), it's not my place to speculate about the feature. Since we seem to have missed the All Time Top 100 this year *(It's in next issue. – Ed)* I can't recommend you have a nose at that. And I'm not really allowed to give opinions on computer games, so I can't aid you officially. But off the record, you really should own *Sensible World of Soccer, Rainbow Islands, Alien Breed 3D, Guardian, Gloom, Civilisation, Dune 2, Legends of Valour, Exile A1200* and *Liberation*. Just don't say I told you anything (winks nervously and disappears into his cloak of shadows).

### LEGENDS OF VALOUR

**Q** "I need help in LEGENDS OF VALOUR. I've summoned the demon, with the four skulls in place, the orb of visions, The summoning book and the amulet of defense, though I couldn't find the "captive water dwellers". (Is there such a thing?) The demon appeared and performed his speech and gave me the key to free the ex-King Wilfred. I found him, but nothing special happened: All you can do is ask him the usual questions. How can I find Sven? Does he have a diary, and if so how can I find it?"

**Paul Ewen, Aberdeen**

**A** To be honest, after summoning the demon I was unable to find Wilf. The population told me that Sven had left town, which I took to be an obvious plug for a sequel. I did suspect that after I found Wilf (which I never did) that if I returned to the city gates I would be allowed to leave the city. Though that was just a random thought, really.

It's obvious by now surely? In these all-to-brief lines I attempt to urge you all to send answers and questions to me, whilst simultaneously trying to be slightly witty. It's a waste of time. I should just recommend you all to pop along to see Fixation (nouveaux punk heroes, britpop's full stops, Elvis's illegitimate kids and my band) at Moles club on the 24th of June and The Port and Buck on the 27th. That'll make more sense.

**The Last Resort**
**AMIGA POWER**
**30, Monmouth Street**
**BATH BA1 2BW**

or if the internet is more to your taste:
bs4kmg@bath.ac.uk

# DO THE write thing

**Another summer month drifts by in a haze of overcrowded, over-hot offices as the good ship AMIGA POWER steers a steady course towards the edge of the world.**

● **Address your letters to:**
**Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.**

## "VIRGINIA, NOT MY GIRLFRIEND"

Dear AP,
Have you ever heard of Virginia Andrews? My ex-girlfriend used to read her books. Then she died. (Virginia, not my girlfriend). Now, books are released by "The New Virginia Andrews", written by 'Ghost writers' (Eek). Anyway judging by the overuse of capital letters in "Do the Write Thing" this is exactly what will happen to AP upon its demise: "The New AMIGA POWER", edited by Brett Davids of Loughborough.
Find your own style, Brett.
**Darren, Dorset**
XXX (firm handshakes)

*Imitation is the sincerest form of flattery. It says here.*

## "DAILY FIX OF SINISTER"

Dear AP,
Can you please explain to me why all curtains in school are a horrible dark green colour? Does the International Green Curtain Society enforce some kind of petty regulation on all educational establishments? Or is it the work of a SINISTER GLOBAL MEGA-CORPORATION in an attempt to get us all addicted to dark green curtains, thus increasing vastly the amount of teenagers taking A-levels, purely attempting to get their daily fix of sinister, dirty green curtains? This dastardly plan, in close co-operation with a corrupt and desperate government minister, who SHALL REMAIN ANONYMOUS, is a last-ditch attempt to reduce truancy and to keep stupid sixteen-year-olds with amazingly poor GCSE results off the street. I know the truth.
Yours revealingly,
**David Whitley, Loughborough**

*What? Stop wasting our time. Dolt.*

## "INCALCULABLY DIMMER"

Dear Do,
I'm sure you're all very pleased with your oh so clever, oh so sophisticated, oh so written in a computer games magazine, sneering at the world of the paranormal. See if you remain so after hearing this. There is a large cupboard in my house, it's in the kitchen and is about the size of a large cupboard, approximately. Very early on we noticed that, at mystic intervals, it made a strange 'humming' sound and, when the door was opened, a bright light shone out – rather like one would expect to see in a Steven Spielberg movie, except incalculably dimmer.

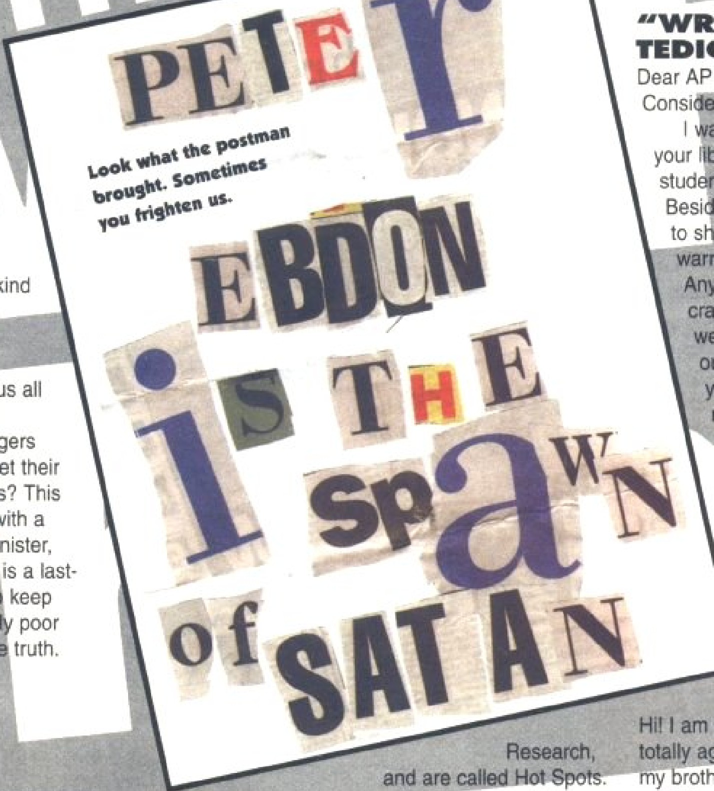
Investigators from the Wolverhampton branch of The Society For Psychic Research and Discount Garden Furniture conducted a series of tests which showed that the inside of this cupboard was several degrees colder than the air in the rest of the room. These highly specific points of coldness are well known in Psychic Research, and are called Hot Spots.

Most bizarrely of all, however, is the fact (yes, I said FACT) that, as with reports concerning the pyramids, food placed in this cupboard remains fresh and edible for long, long periods of time.

We bought the cupboard from Comet.

Shaken you, eh? One final point concerning your attempt to lure the children and adolescents of the country into Satanism (aka your ESP test), if a high degree of success is achieved, can you request that the combined Psychic Power of the readership is directed at trying to persuade the otherwise magnificent Alanis Morrisette to stop playing that bloody harmonica?
Yours
**Casper, Wolverhampton.**

*Strange mis-shapen dwarves have been leering at us in the street. Our beds are covered with a thin layer of ice each morning. We're genuinely scared. Sue has gone off to hide somewhere and we're all beginning to sincerely regret ever starting this paranormal thing.*


PETER EBDON IS THE SPAWN OF SATAN

**Look what the postman brought. Sometimes you frighten us.**

## "WRITING BANAL AND TEDIOUS"

Dear AP
Consider me suitably terrified.

I was considering some form of action against your libellous allegation that I wore "ragged student socks", but I have thought better of it. Besides, I suspect SMGC would employ agents to shred everything in my wardrobe as a warning should I even consider this. Anyway, you ask what we are taught in our crap-renamed-polytechnics. Well, obviously we aren't taught anything, as we spend all our time writing banal and tedious e-mails to you. However, here at the crappiest of the re-named polytechnics (it's true, it was in a survey and everything, apparently), I am on a course titled "Media Practices". It is called this so we can mock science students when they ask what media practices are.

I hope this clears things up for you
**Flossie, email**

## "WOULD EVEN GET DOWN ON ONE"

Dear AP,
Hi! I am writing to you just to let you know that I totally agree with everything you have written about my brother (Brett Davids). I know you probably won't be able to believe that not all the family is the same as my weird brother, in fact the rest of us are quite normal. I now understand why he has to send Valentine's cards to a magazine, it is because he is mentally insane and couldn't send a card to a real down to life human being.

I apologise for all the letters you have to read by my brother but if you print them it makes him write more, even if you print bad things about him.

# DO THE write thing

So please, I beg you (I would even get down on one knee if I have to DON'T PRINT ANYMORE OF HIS LETTERS.
**Brett Davids sister (too embarrassed to be named), Loughborough**

*Hmmm...*

### "BAD NEWS OUTSIDE"

Hello again,
I am sorry, but I bring bad news. Outside my school (C.H.S.B., school fans) there is a water cover thingy on the pavement. On this water cover thingy there are some spray painted marks, cunningly disguised as yer basic water or electrical directions, that read: AP END.

And opposite the market there is a strange gate that only opens to let men in dark coats and checked white caps (policemen I think) in. In fact, this morning, on my way to school, I was looking at the ground, and SUDDENLY I saw a white flash out of the top of my eyes, moving towards this gate. I looked up to see all but the face of a person in a long white coat going into the gate. As I walked by I saw All But His Face again. I caught a glimpse inside and saw some black vans. Why don't you come down and investigate? You could pop in for a cup of Kenyan tea as well.
**Flimsy Sehlairxdlow, Chichester**

*We'll be round on Tuesday.*

### "FASHION AND THAT"

Dear AP,
I am writing to you to give an important message to all your other readers. It needs to be said, and I hope that it brings some positive results. You see kiddies, AMIGA POWER truly are our friends, and I think its about time some of you moaners out there got your facts right.

Recently, upon returning a faulty copy of *Xenon 2* to my local video game store, I was refused a refund by the sarcastic and discourteous manager. After accusing me of pirating the game (a groundless accusation, and something which I can honestly say I have never done in five years of owning an Amiga) and then returning it in an attempt to get it for free, I was informed that "he didn't need my custom" and was left with a game which simply DID NOT WORK. After phoning the Trading Standards Office, it became apparent that he was perfectly within his rights to behave in such an appalling fashion and that the likelihood of my getting back the five pounds that I had spent was practically non-existent.

Disappointed, I decided that, for the first time ever I would contact AMIGA POWER directly and have a chat with them by phone, to see what they thought about the matter. It was Martin who answered, and it almost as if I was talking to someone that I had known for years. After hearing of my plight, he expressed his sympathy and said that, although there was really nothing he could do, he would like to try and compensate for my loss. Would I, he enquired, like to receive an AMIGA POWER T-shirt and a back issue of my choice? Gleefully surprised, I accepted. And, lo and behold, what appears on my doorstep the following morning? Why it's an early Easter present. Now I have every single AMIGA POWER ever (issue three being the one I needed to complete my collection), some groovy new clothing and a pleasant warm glow similar to that which is achieved by eating a great big bowl of Ready Brek, or something equally lovely. Thanks, Martin. Thank you all, AMIGA POWER.

The point is this – since I began buying AP in the Christmas of 1991, I have fervently believed that it is the best computer magazine available, written by people who care about their readers. I trust you implicitly, and this latest event has strengthened my belief. Yet, every month, the pages of Do The Write Thing are littered with letters from stroppy imbeciles who clearly don't appreciate the help that you are trying to give them. To these people, I say this: Stop it at once. Don't write in complaining about price rises or page reductions over which the writers have no control. Don't phone the office for game tips. And certainly don't moan and groan about the marks that games get given, just because you think it's one percent out or something. If you have a genuine complaint then fine, but don't waste everybody's time trying to be snidey or unpleasant. Just appreciate what you've got because in my opinion, what we've got is pretty damn good. And yes, Street is an amazingly dull place to live. It's only the monthly arrival of the magazine that keeps me going.
Yours delightedly,
**Matthew Smith, Street**

*Amen.*

### "PATRIOTISM JUST LOOK"

Dear AP,
There is a very good reason why no-one has written in to complain that "Just who do we think we are?" should be "Just whom...?". "Just who...?" is correct. The verbs "To be" and "To become" take a complement, so the pronoun is in the nominative case AS ANY FULE KNO. And the last refuge of the scoundrel is patriotism. Just look at John Major. As you can see, there is no depth of pedantry to which I am unwilling to sink.
Yours in nitpicking detail,
**Stephen Wells**
(Exams in nine days, therefore mentally unstable)

### "ME AND BUY"

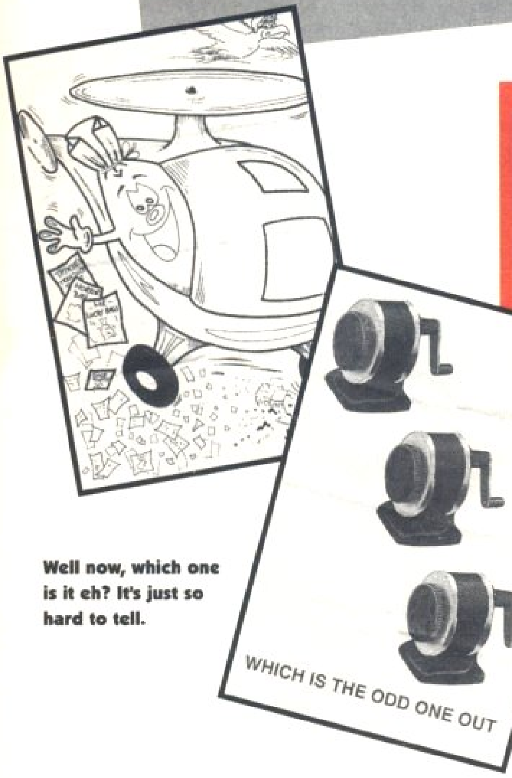
Dear Sir or Madam,
I have noticed that, in recent months , the number of pages in various AMIGA magazines has dwindled considerably.

For example, *("Michael Jackson" – Ed)* now has less than 40 pages per month and looks set to go under at almost any moment – not that the rival mags are complaining of course – while *("See you Jimmy" – Ed)* has tried to compensate for its lack of pages by putting a CD onto the cover instead of the traditional disks.

Although the Europress magazines are some of the best I have ever read for this machine, even they (and yourselves) are suffering as a result of the steady decline of our beloved Amiga.

So what are you going to do about it? What will make potential readers look at AMIGA POWER on the shelves one month and think "Ah, that's the mag for me" and buy it?

At the moment you seem to be taking quite a laid back approach, merely being content to "follow the trend" set down by other magazines, yet I feel that this could have dangerous ➤


WHICH IS THE ODD ONE OUT

**Well now, which one is it eh? It's just so hard to tell.**

## AMIGA POWER GOODY BAG winner

### "HIMSELF HURLING HUNDREDS"

Dear AP,
While at the shops the other day my friend noticed a 'Lucky Bag' on sale for 99p. Unable to resist the offer of a bag of pure luck for under a pound, he quickly purchased it. Inside he disappointedly found a rather noisy spinning top, some Pogs, a packet of sweets and a Mr Lucky Bags activity book. This was clearly the best of the gifts, and I have enclosed two of the pages that amused us. Look out for the fiendishly tricky odd-one-outs and Mr Lucky Bags himself hurling hundreds of his bags of luck, treasure, horror and, er, dick turtle, down at a house. We were scared.
Yours luckily,
**Ian 'Badminton' Agent, Abbots Langley**

*Thank you for making us all smile, Ian. In return we'll send you one of our goody bags filled with, we hope and trust, some rather groovier things than the Mr Lucky Bags, erm, bag. Just as soon as you send us your address of course. May your racquet never break a string and your shuttlecocks remain unerringly true.*

# SECRET SMALLS

## SOFTWARE

- A500 games for sale. *Altered Beast, Tearaway Thomas, Operation Wolf, Ninja Warriors, Zynaps, Tiger Road, Lords of the Rising Sun, Batman (Ocean), Eliminator, Shinobi, Space Harrier 2, Fright Night, Insanity Fight, Marble Madness, Typhoon, The Plague, White Sharks, Fire & Forget, Karate Kid Part 2, Custodian, Ninja Mission, Incredible Shrinking Sphere (I.S.S.), Goldrunner.* £5 each.
Erol Ismael (0181) 4916376
- Boxed *Brutal Football* for any Amiga for sale £5 or near offer. Gavin Gunn, 183 Solihull Road, Shirley, Solihull, West Midlands B90 3LQ
- Super Nintendo games for sale. *Street Racer* £18, *Killer Instinct* £27, *Battletoads* £10, *Ghoul Patrol* £10, *Actraiser* £9, *Blackhawk* £9.
Fida Gilani (0171) 2377353
- *Cannon Fodder 2* £15, *Pinkie* £7, *Simon the Sorcerer* £9, *Powerdrive* £6. Magazines for sale, send SAE for list. Also PD contacts wanted to swap games utilities etc.
Andrew Jackson, 7 Nut Tree Close, East Huntspill, Nr Highbridge, Somerset TA9 3PN
- A1200 games: *Alien Breed 2, COALA, Pinball Fantasies, Super Skidmarks.* A500/600 Games: *Donk, Police Quest 2, McDonaldLand, Fuzzball, Captive, Cannon Fodder 2, Myth, Cadaver, Ultima 5, Bugbomber, Sink or Swim, Stardust, Ooops Up, Street Fighter 2, Dune 2, Arcade Pool, Midwinter 2, Cruise for a Corpse.* Price range £6-£14.
Ben Cooper, Ladysmith Cottage, The Green, Alderbury, Salisbury, Wilts SP5 3AW
- *Zeewolf 2, Sensi Golf, AB3D, Worms, Colonisation* and *Gloom*. Asking £10 per title.
Paul Japp (0181) 9401935

## HARDWARE

- ZX81 joystick interface plus Quickshot 2 joystick. £5 together. Erol Ismael (0181) 4916376
- Action replay MK3 cartridge for the A500 £30, A570 CD-ROM for the A500/+ offers considered.
George Stewart, 19 Granville St, Helensburgh, Dunbartonshire, E84 7LL
- CD32 with 8 CDs and networking tools etc. So you can use it with an Amiga as a CD-ROM. £200 ono. Trevor Williams (01367) 710705
- A1200, 130 Mb harddrive, 2 Mb mem expansion (total 4Mb), 2nd floppy drive, over 60 top titles boxed, Microvitec 143841 res monitor £495.
Steve Williams (0181) 8962110

## WANTED

- *Caesar* and *Syndicate*, boxed, with manuals for the 500+. Willing to swap *Zool 2, Frontier: Elite 2, Pinball Dreams* or *Prince of Persia* and more. Call me. Alexander Pearce (01429) 882 876
- Commodore 64 contacts wanted by the best quality selling C64 magazine on the scene with optional coverdisk. Send SAE to see what you are missing. Richard Bowen, 35, Nottingham Road, Nuthall, Nottingham, NG16 1DN
- Amiga 3.5" external disk drive wanted. Will pay £20-30 + postage. Also cheap CD32 console wanted, with or without games, name your price.
Gavin Gunn, 183 Solihull Road, Shirley, Solihull, West Midlands B90 3LQ

## SWAPS

- I would swap either *WIZball, WWF Wrestle Mania, Shinobi, Fantasy World DIZZY* (all originals) for *Megalomania*. Aaron Alder (01302) 786042
- Swap my *Monkey Island 1 & 2, Beneath a Steel Sky, Bloodnet, Speedball 2, Brutal Paws* for *Nippon Safes, Indiana Jones/Fate of Atlantis, Cruise for a Corpse, Eye of the Beholder 1 & 2, Simon the Sorcerer (AGA).* Christopher Cooper (01782) 614865

## PENPALS

- I'm 16 and would like penpals, any sex, above 15, level of sanity – zilch! 100% reply. Love Madness!
Kerry Pullen, 57 Parkfield Road, Ryhall, Stamford, Lincs PE9 4ER
- A computer mad female seeks fun-filled penfriends aged 15-25. I love indie, alternative and rock music and adventure games. I can guarantee a 99.9% reply! Emma Dickinson, Maplewood, 4 Low Farm, Bradbury, Co Durham TS21 2ET
- Three little pigs seek wild wolves (male) aged 15-21 with no hair on their chinny chin chin! Reply guaranteed. Emma, Jane and Becky, Maplewood, 4 Low Farm, Bradbury, Co Durham TS21 2ET
- I don't own an Amiga, in fact this isn't even my magazine. M/F pen pals, 14-17ish, likes computers, music. Send Photo. Chris Hawkins, 6 Glenthorne Close, Stubbington, Fareham, Hants PO14 2NP
- Mad cow with mad cow disease seeks anyone with BSE to swap games and talk *("Larkspit" – Ed).* I own an A1200, send your list to me.
Zoe Green, 35 Constantine Place, Baldock, Herts SE7 6ST
- I am 20 years old and seek A1200 owners for games, cheats etc. I Also like sports and going clubbing. Warren Foster, 53 Bilston Street, Sedgley, Dudley, West Midlands DY31JA
- 18-year-old male wants Amiga contacts to write and swap software. 100% reply. I like UB40, the X-files and shoot-'em-ups. Gavin Gunn, 183 Solihull Road, Shirley, Solihull, West Midlands B90 3LQ
- The Amiga computer club Amiga 4U is looking for Amiga freax all over the world. Let's exchange experiences, self-made programs, GFX, mods!
Amiga 4U, Stoesser Strasse 13A, 13505, Berlin, Germany
- Wanted A500, A600, and A1200 owners for swapping games. Can you send disk/list? 100% reply. Jane Scott, 168 Edgehill Road, Harraby, Carlisle, Cumbria, CA1 3SA
- 15-year-old male into indie music and anything except rave. I am looking for male and female pen pals of a similar age. 100% reply.
Graham Smith, 14A Innisfayle Gardens, Belfast, N. Ireland, BT15 4GJ

Secret Smalls is yours to use for free – but it's not for use by profit-making organisations or public domain libraries, so they'd be wasting their time writing to us – understand? Send your completed coupons to:

Secret Smalls, AMIGA POWER, 30 Monmouth St, Bath BA1 2BW.

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☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

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July 1996

repercussions on your future readership. Some may simply get bored and drift away.

We really need a magazine which is going to make a stand and come into the limelight, a magazine which is not afraid to say "the Amiga is very much alive and we are here to tell the World so!" etc etc.

I sincerely hope that AMIGA POWER is *that* magazine! If you are, and people respond to your rallying cry, we can revitalize the trusty Amiga (now in the – hopefully – trusty hands of Escom) and show the industry that the Amiga may be old, but by God it is not out for the count yet...

Yours faithfully,

**David O'Conner, Sheffield**

*Hello? Hello? Is there anybody in?*

Dear AP,

I am concerned. As you will no doubt be aware, the Conservative party has, in yet another desperate bid to con the voting public, decided to release their own newspaper. Going under the name of Look (although Look Out would probably have been more apt), the publication is written by, and devoted to, Conservative MPs giving what is supposedly a truthful and unbiased overview of British politics. As yet I haven't seen it and therefore am unqualified to criticise it, and stranger things have happened (John Major being re-elected for one). All the same, I can't help but imagine that it is simply going to be a self-indulgent and inconclusive piece of propaganda designed solely to promote the party that produces it, trying to influence people before the rapidly approaching General Election.

It's all very well to say that no-one will be deluded by such an obvious attempt to curry favour, particularly in light of all the recent calamities that have befallen Britain (not least the distinctly unsurprising BSE scare), but wait just a moment. Being economical with the actualité is something which has served politicians rather well in the past. Take, for example, the last election. Working on a policy of truth, Neil Kinnock informs the British people that under a Labour government it will be necessary to pay more tax. Conversely, John Major launches a campaign which states quite clearly that a Conservative government will cost everyone much less. Despite the fact that the Tories have made everybody miserable over the years, the promise of more money attracts votes. The Conservative party win by quite a considerable amount, and Neil Kinnock goes to work at McDonalds. So then, where is this promised fortune that everyone should have had by now? It's in Switzerland, that's where.

With this in mind, it's entirely possible that Look could do some good for the Conservatives' almost non-existent popularity. They've got a lot of work to do, and having been cheated once the voters are unlikely to be fooled so easily, but that's what everybody said last time. So, why the concern? Well for a start, the idea of the Conservatives remaining in power is rather displeasing (Although to be honest, I really don't see how New Labour are going to make much difference. Which imbecile invented the concept of government anyway?), but it would appear that others are beginning to branch into the unsavoury world of self-promoting propaganda. I recently came across something called "The Ocean Magazine", a publication devoted solely to the games of Ocean Software. The "reviews" were of a standard similar to those conducted by 'Movies, Games and Videos' – that is to say, they were entirely lacking in critical content and concentrated instead on saying how great the graphics and sound were, and when they were to be available.

# DO THE write thing

What next? TEAM 17 POWER? Then they could ban everyone from reviewing their games, and do it themselves. This is obviously just another attempt to sell rubbish to unsuspecting video games players, although I expect it is known in the software industry as "cutting out the middleman" or something. Marvellous.
Yours,
**Matthew Smith, Street**

*Erm, what was your point exactly?*

### "CLOSED SOON AFTER"

Hello again,
Surely I didn't make the two elementary punctuation errors in my letter in AP61. I can't have, I'm an A-level English student, and therefore immune to these lapses. And fix your linotronic machine, please, as you're my friends.

18,704, eh? Ooooh dear. That's a rather pathetic sum. YS was closed soon after it hit the 18,000 mark you know. Four months to go I think, AP. Will you be wearing black armbands with your September issue?

*Manic Manoeuvre* is a teensy bit on the hard side isn't it? Still, after a mere half-dozen tries I'm on level 4, which proves how great I am.

Congratulations on a 14 page feature with no Amiga links at all. Well done. When do we see the 4 Cyclists Guide to the Apocalypse then?
Au revoir for now then.
**Dave, Newcastle**

Dear AP,
The new Amiga. The (Mind)Walker. I hope this is some kind of cruel joke from AmigaTech. I've seen pictures in my copy of Amiga Format (to which I subscribe due to my success in Digitisers "£400 Amiga" Hot Topic), and decided it was AF's idea of an April Fools joke. Then I saw the same pictures in Amiga Computing.

I mean LOOK at it (the Amiga , not Amiga Computing, although I'm not sure I'd recommend either). It looks like a hoover. Or a breadbin. It's a BLACK BREAD BIN!! It'll never sell. It'll be the laughing stock of the computer market. Whoever designed it should have razorblades pushed slowly under his/her fingernails. And then be shot. Twice.

Anyway, speaking of Amiga sales, I witnessed a miracle the other day. Someone walked out of a shop with an Amiga. Someone actually BOUGHT an Amiga! Unless they'd just taken it for repairs. But, if that person is reading this, the bloke who bought an Amiga from Maughan Micros in the Metrocentre on Monday, April the 8th (Easter Monday), then welcome to the family. The incredible shrinking family.

But now it is time I went. Bye-bye AP. Every time we say goodbye I cry a little. True.
**Dave, Newcastle. Again.**

Dear AP,
Stop in your working. Cease in your flicking through pages in WH Smith. End your looking for letters from "that twat Davids". And Behold, as I turn my angry and red (though thankful for the three week absence YOU FORCED ME INTO) upon the hoover-like monstrosity that is the Amiga Walker *(Your angry and red what? – Ed)*.

Firstly, I must congratulate your good selves for not covering this CU Amiga endorsed piece of hardware. Where there was once only darkness and putrefaction, suddenly light glows once more. Truly your souls have been saved from the Netherworld where they once belonged. But anyway.

Regarding this sleekly black, yet rather insect-like, new Amiga, I would like to ask EsCom, or VisCorp, or McDonald's or whoever owns Amiga Tech some questions:
1. Why is is shaped like a comedy tyre Dick Dastardly would have used on "Wacky Races"?
2. Why is it black? So that it, like it's other darkly coloured chums, CDTV and CD32, can blend into the dark corners of Game where the Amiga presently resides like a Klingon Bird of Prey? So that, if some strange alien species came to Earth and said "right then, all non-black things will be destroyed", it will gain supremacy in the home computer market? Or what?
3. Why is the keyboard now separate to the rest of the machine? To give us MORE leads with which we can hang ourselves once we've realised it's another flop? Or is it just, and I presume this to be the case, so that some stupid parents will buy it because they think it's a cheap PC?

It is a sad day when we come to realise the one machine all of us are hanging our hopes from is going to be a complete disaster. Sub-Pentium spec at a similar price, it is merely another product that They want us to buy, the last hard squeeze at the withered and empty AmigaUdder. It is going to be another Atari Falcon.

Oh woe,woe,woe...
Yours on a sad notely,
**Brett "still believes the truth" Davids, Loughborough**
P.S. During my three week rehabilitation I have gained a number of things, notably a life and some friends. Therefore I see no reason to write to you half as much as I used to. So, once a week from now on, and only then if I've got something decent to say.

*We think that's very sensible Brett, we've often heard too much from you...*

Dear AMIGA POWER,
I can exclusively reveal to AP that the Amiga scene is finally expanding again. It now takes up three shelves in the darkest, dingiest corner of Game, instead of two. Hurrah.
BELIEVE THE TRUTH and all that,
**Brett Davids, Loughborough**
P.S. I'd like to be the first AP reader to commiserate Martin on County's defeat in the play-off Final. Or the second, if someone else already had. Yes. Second. That sounds about right.
P.P.S. And what sort of name is Kamara, anyway? Only perfumes made by permanently drugged French blokes are called Kamara.

*MARTIN SAYS: You're the first. And only. This is going to be hard, but (gulp)... thank you Brett.*

*So that wraps it up for another month. And remember – we'd rather have a funny letter any day than one that drones on about the Conservative party for pages and pages and then suddenly changes course to make some other point about something completely different, honestly, don't you lot ever listen to a word we say? No, no don't bother answering that, it was a rhetorical question. Honestly. Tsk.*

## AND ANOTHER THING...

I want to know if you could possibly get me a new copy of *Locomotion* which came with issue 16 of AP.
**Ruby Lake Kee (Mrs), Co Antrim**

*The last one in the world is on its way to you now.*

New Bob has currently got a severe case of diahorrea. Just thought it would be nice to keep you informed.
**David Whitley, Loughborough**

*We all send our best wishes and hope for a prompt firming.*

Where has Izzy Rees been of late? I never thought I'd find myself saying this, but I rather miss her long and entirely indecipherable missives.
**Matthew Smith, Street**

*We don't know.*

If it was not for me, Do The Write Thing would shrink like the rest of the magazine
**Brett Davids, Loughborough**

*We're forever in your debt.*

Ghostbusters was, for me, one of my formative childhood experiences. I was only five when it came out, but I loved it so much that I went to the cinema to see it twice.
**Matthew Smith, Street**

*Yes.*

Caress your bottom, for it is a life giver.
**Alex Whitley, Loughborough**

*Yes.*

After just over a year of failing miserably to breathe life into the Amiga, Escom give up and Amiga Technologies is sold on to an unfortunate American company.
**Matthew Smith, Street**

*And we wish them all the luck in the world. They'll need it.*

## AND THAT ADDRESS,

don't forget, is:

**Do The Write Thing,**
**AMIGA POWER,**
**30 Monmouth Street,**
**Bath BA1 2BW.**

Or email us at:
**ampower@futurenet.co.uk,**
but we'll only reply in these pages, okay?

# THE BOTTOM LINE

**There aren't many new games coming out at the moment, but it's worth looking through here for any good ones that you missed and so that you know that even at a fiver in a games shop's bargain bin, some games are not worth having.**

## THE BOTTOM LINE

### (AND HOW TO UNDERSTAND IT)

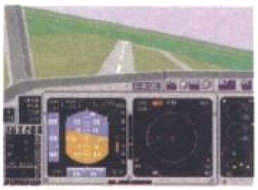
★★★★★ Get Carter ★★★★★ Zulu
★★★★ Funeral in Berlin ★★★ Water!
★★ Ashanti ★ California Suite

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works... The top bit is easy:
GAME NAME
Publisher's Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year and remember WE'RE ALWAYS RIGHT.

**WHO'S WHO**

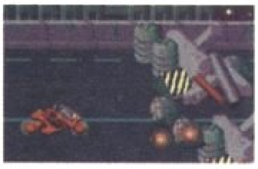
AS – Andy Smith ● CW – Cam Winstanley ● JD – Jonathan Davies ● JN – Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell
MA – Martin Axford ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster ● TN – Tim Norris ● DG – Dave Golder

### AIRBUS A320 2
**Mirage £30**



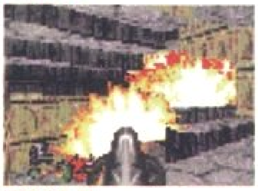
AP58 24% JD
It is a convincing simulation of the A320 Airbus – even more convincing, if you can imagine such a thing, than *Airbus A320*, whose sequel it is. You fly an A320 Airbus hither and yon. You take off. You land. There are many realistic instruments and controls.
★

### AKIRA
**Ice £30 (£35 CD32)**



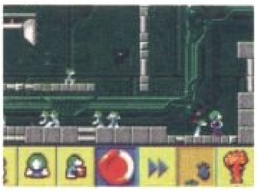
AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

### ALIEN BREED 3D A1200
**Team 17 £30**



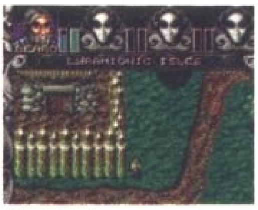
AP56 91% JN
Amazingly amazing *Doom* – but on the Amiga contender that crushes *Fears* technically (bits spatter out of the monsters when hit, weapons recoil, chain reaction explosions tear up corridors, walkways span caverns, you get to go outside) and takes *Gloom's* side in being terrifically hard and fun to play. More sophisticated than *Gloom*, but oddly (though not at all disappointingly) more blasting-orientated. Run around and shoot things; run up stairs and shoot things; run across bridges and shoot things; run through water-filled passages and shoot things. Still no option to look up and down (you'll get confused in more than one helter-skelter shootout) and twittery even on a 'fast RAM' machine (brownie points though for not shirking the vastly complicated many-monster ambushes just because of slowdown) but stuffed with 'vavoom!' and absolutely entertaining. Terrible deathmatch game, however, and our copy wouldn't work from hard drive.
★★★★★

### ALL-NEW WORLD OF LEMMINGS
**Psygnosis £30**



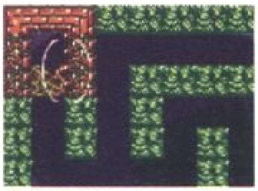
AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

### AMBERMOON
**Thalion £36**



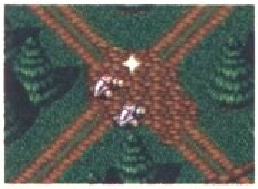
AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

### ANTS
**Kellion £15**

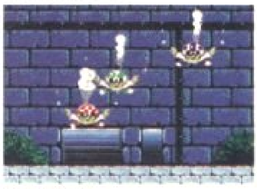


AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

### ATR
**Team 17 £25**
AP48 38% JN
*Overdrive 2* via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines*.
★★

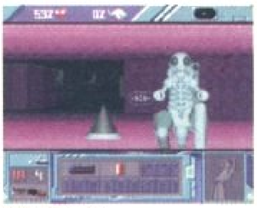


### BASE JUMPERS
**Grandslam £26**



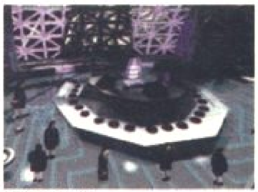
AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

### BEHIND THE IRON GATE
**Black Legend £25**



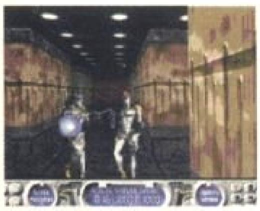
AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

### BLOODNET A1200
**Gametek £35**



AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands installation to a hard drive though.
★★★★★

### BREATHLESS
**Power Computing £30**
AP58 56% SC
It's *Doom* – but on the Amiga. For the fourth time. It's terribly close in look and feel to *Doom*, except that it's not nearly so much fun to play. From the lava pits to the frustrating password system, rather too much about *Breathless* has been badly thought out.



If you want to wander up and down grey corridors and occasionally fight impossible fights with naughty people then this is the version of *Doom* – but on the Amiga for you. Otherwise you'll be happier with *Gloom*.
★★

### BLOODNET A500+
**Gametek £30**

AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

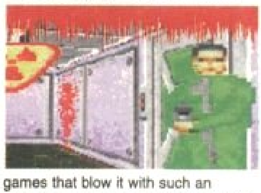
### BRUTAL
**Gametek £20**

AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.) ★

### BUBBLE AND SQUEAK A500
**Audiogenic £26**

AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

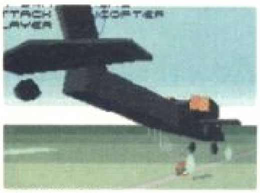
### CITADEL
**Black Legend £30**
AP56 67% PM (69% A1200)
We're getting incredibly fed up with games that blow it with such an obvious fault that it staggers the mind to think how they missed it. *Citadel's* is that guns and ammo are severely limited so that what should be *Doom* – but on the A500 turns into a dismaying game of running away and avoiding things. Just think. You're not bound to a single path through the levels, you can set fire to people, there are locked doors and teleports and that, you can elect either to escape a level or search for bonus objects and it runs comfortably on an A500 (no, really. Really) and – erk – you spend your time running away and avoiding things. Dickersome things like having to hit monsters centrally and LOSING ENERGY WHEN YOU BUMP INTO WALLS slip away in relation. Faster and bigger on an A1200; hence the extra 2%.
★★★



### CLUB AND COUNTRY
**Boms £30**

AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manner.
★

### COALA
**Empire £25**



AP56 78% CW
Thanks to *Coala's* Virtual Cockpit™ you can zoom up to things then look out of the window to blast them sideways, and thanks to the open-endedness of it all you can whizz around any old where and even choose your side (by popping at someone from the other, natch). But there's no structure at all to the game so you rapidly end up flying around cluelessly, and it's a bit silly to have battles where by merely turning up you decide the outcome. It has excellent scraps, but you have to work hard to get into one. There should've been more to do than flittering about (blowing bridges, for example, or toasting convoys) and without any sense of direction or achievement, you within a few hours give it up. Pity.
★★★

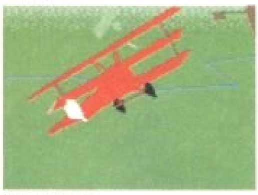
### COLONIZATION
**Microprose £35**

AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

### COMPLETE CHESS SYSTEM
**Oxford Softworks £35**

AP45 81% SF
Chess.
★★★★

### DAWN PATROL
**Empire £35**

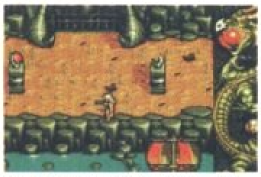


AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky*. ★★★★

### DEATHMASK
**Alternative £26 (£30 CD32)**

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

### DRAGONSTONE
**Core £30**
AP46 49% CW



SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither. ★★

### DREAM WEB
**Empire £35**

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

### DUNGEON MASTER 2 A1200
**Interplay £40**

AP56 50% CM
Spook. Eek. And, indeed, yikes. Seven years after *Dungeon Master*, they've done it again. Exactly the same. Except you need a hard drive, the game reacts slowly to your commands, buffers them so you go out of sync and has sets of numbers instead of (for example) characters. The few good ideas (automapping, neat shop sequences, above-average puzzles) are wasted. ★★

### EXILE A1200
**Audiogenic £30**

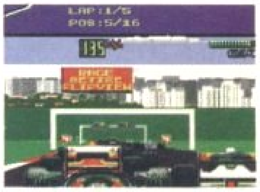
AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. I certainly thought it was quite fabulous. If you can cope with the keyboard madness controls, go for the otherwise identical original, now out at £15. ★★★★★

### EXTRACTORS CD32
**Millennium £30**

AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

### EXTREME RACING
**Guildhall £30**
AP58 59%
(Expanded A1200 69%) DG
A technically very impressive attempt at a sort of *Mario Kart* – but on the Amiga that needs at least an accelerated A1200 to run at any kind of entertaining speed. On an unexpanded A1200 it's very slow, even when you tweak the display options to maximise performance. The controls are 'ropy', too. ★★★

### F1 WORLD CHAMPIONSHIP EDITION
**Domark £30**

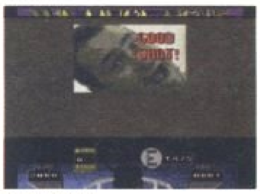


AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original. ★★★

### FEARS A1200
**Guildhall £30**

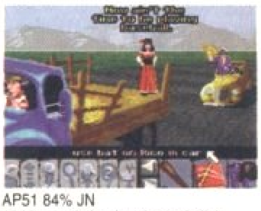
AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Exceedingly foolish, Mr Bond. ★★

### THE FINAL GATE
**Alternative £15**



AP61 20% AS
It's FMV. You shoot things. It's terrible.★

### FLIGHT OF THE AMAZON QUEEN
**Renegade £30**



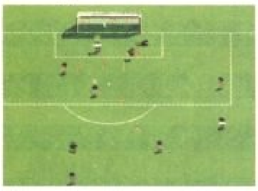
AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas ➤

Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.
★★★★

### FLINK CD32
**Psygnosis £20**

AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

### FOOTBALL GLORY
**Black Legend £26**



AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

### GLOOM A1200
**Guildhall £30**

AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* surpasses it, while *Fears*, disappointingly, does not.
★★★★★

### GUARDIAN A1200
**Acid Software £30**

AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

### HIGH SEAS TRADER
**Impressions £35**

AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds. ★

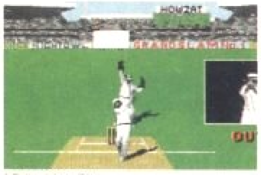
### HILLSEA LIDO
**Vulcan £13**

AP57 54% (Hilsea residents 60%) TN
Sub-*Theme Park* end-of-pier sim with fish and chip shops instead of burger bars, dinghy hire instead of of teacup rides, and spectacularly odd theatre shows instead of rides exploding entertainingly. Competent, but not as good as *Theme Park*, so contravening Law 10 of Kangaroo Court. Tsk.
★★★

### HOLLYWOOD HUSTLER
**Desert Star £25**

AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – erk – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler's* available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH. ★

### ITS CRICKET
**Grandslam £27**



AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. Graham wins on lovableness.
★★★

### JUNGLE STRIKE A1200
**Ocean £28**

AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

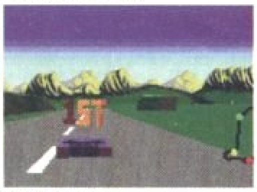
### KICK OFF 3 EUROPEAN CHALLENGE
**Anco £30**

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

### KINGPIN
**Team 17 £13**

AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike. ★★

### LEADING LAP A1200
**Black Legend £26**



AP57 57% TN
Well-intentioned first-person racing game with dozens of tracks and five special-car characters, but it's JUST ANOTHER DRIVING GAME. Essentially it lacks 'ooomph' (or, indeed, 'vavoom!'); specifically, why not play *F1GP* (for realism) or *F1* (for 'whizz')? There'll be an A500 version along shortly, we are informed. ★★★

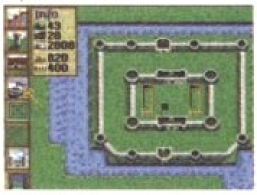
### LEGENDS
**Guildhall £30**

AP61 80% JN
An impeccably executed, vividly imaginative and thoroughly enjoyable Zelda-esque romp that is only flawed by the absence of a save routine and instead gives you (harrgh) continues. Tsk. However in every other aspect this game is a delight from the pleasingly soothing music to the sublime animations and beyond to the superior level design. If only every Amiga game was this much fun to play.
★★★★

### LION KING
**Virgin £30**

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

### LORDS OF THE REALM A1200
**Impressions £35**



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly complex, but it's not going to win any converts to the cause.
★★★★

### MAN UTD – THE DOUBLE
**Krisalis £30**

AP49 58% PM
*Man Utd Premier League Champions* with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

### MARVIN'S MARVELLOUS ADVENTURE A1200
**21st Century £30**

AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

### MORTAL KOMBAT 2
**Virgin £30**

AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine. ★★★

### MR BLOBBY
**Millennium £20**

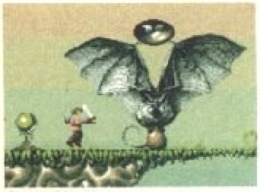
AP45 37% JN
*Super Troll Island* on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad. ★

### OBSESSION
**Merlin £30**

AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

### ODYSSEY
**Audiogenic £30**

AP54 79% CW
*Exile*-inspired (hurrah!) arcade adventure with you, as some bloke



with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?
★★★★

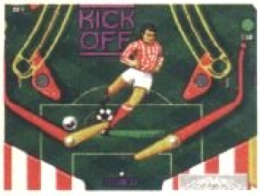
### PINBALL ILLUSIONS CD32

**21st Century £30**

AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three.
★★★★★

### PINBALL MANIA A1200

**21st Century £30**



AP55 11% JN
Exquisitely poor pinball game purporting to be the sequel to *Pinball Illusions*, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is at all fun, but none are exciting) and 108 times less snazzy than the A500-compatible *Obsession*, it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle
★

### PINBALL PRELUDE

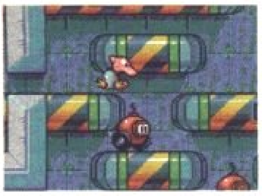
**Effigy Software £20**

AP58 81% SF
Other pinball simulators attempt merely to simulate pinball, but *Pinball Prelude* makes use of the fact that the game is being played on a computer to include bonus levels and extras that could never be included on a real table. It's funny no one ever thought of that before. What's that? They did? Damn. Still, it's a fine game and no mistake.
★★★★★

### PINKIE

**Millennium £26**

AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★



### PLAYER MANAGER 2

**US Gold £30**

AP53 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner. ★

### PLAYER MANAGER 2 EXTRA

**Anco £25**

AP59 32% SC
A bit like *Player Manager 2* but with *Extra* bits. Which, sadly, fail to make it any better.
★

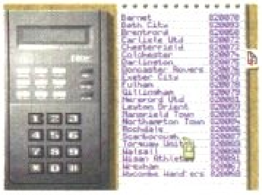
### POWERDRIVE

**US Gold £30**

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

### PREMIER MANAGER 3

**Gremlin £26**

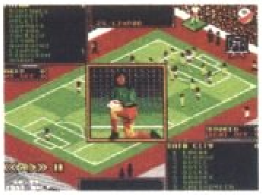


AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

### PREMIER MANAGER 3 DELUXE

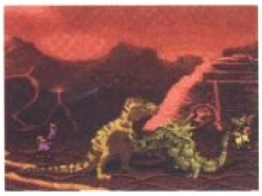
**Gremlin £25**

AP60 82% MA
It's *PM3*, but with a 'Deluxe' on. The extra-value added 'Deluxe' gives it up to date team information (as long as you buy it before the end of the 95/96 season) and the Multi-Edit System which is intended to remove the need ever to buy another management sim (although it doesn't work on *SWOS*, natch). Complex. Comprehensive. Cor blimey.
★★★★



### PRIMAL RAGE

**Time Warner £30**



AP62 77% JN
The special moves are largely impossible and you can't use a two-button joystick (grr) but that doesn't stop this tremendously atmospheric beat-'em-up (let's face it, massive dinosaurs chewing each other to pieces somehow feels 'right') from being such fun to play that we heartily recommend it. Better yet it's hopelessly awful on the PC and consoles so Amiga owners win. Again.
★★★★

### REUNION A500

**Grandslam £35**

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. ★★★★

### RISE OF THE ROBOTS

**Time Warner £40**
**(£43 A1200, £35 CD32)**

AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever. Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet.
★

### ROADKILL CD32

**Acid/Vision £30**

AP45 84% JD
*Rocky Roll Racing* on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

### ROADKILL A1200

**Guildhall £25**

AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

### RUFFIAN

**Grandslam £20**

AP50 10% JN
A platform game of barely credible terribleness with no redeeming features. Truly awful. ★

### SENSIBLE GOLF

**Virgin £30**

AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOG*.
★★★

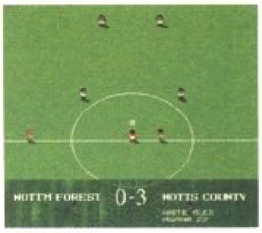
### SENSIBLE WORLD OF SOCCER

**Renegade £30**

AP44 95% JD
*Sensible Soccer*, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

### SENSIBLE WORLD OF SOCCER 1996

**Renegade £25**



AP57 96% MA
*SWOS* – but debugged, and with a few extra things such as controllable headers, ability stars and updated stats. It's back, and this time it works, as it were. Our highest mark ever in the history of all things, plus one. Be in no doubt that this is one of the finest games ever to grace a Philips monitor. Or indeed a clapped-out old telly. When linked up to an A1200. With *SWOS* in the hard drive. Watch out for the European version coming out to coincide with Euro '96 too. In fact, it's in this issue.
★★★★

### SHADOW FIGHTER

**Gremlin £30**

AP46 91% CW
A textbook example of how to do a game properly.Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely.
★★★★★

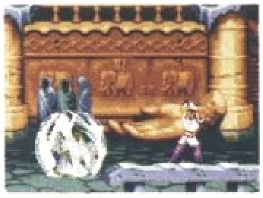
### SHADOW FIGHTER AGA

**Gremlin £30**

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

### SHAQ FU

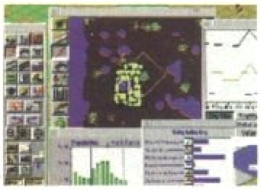
**Ocean £26**



AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player mode.
★★

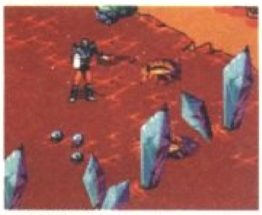
➤

### SIM CITY 2000 A1200
**Maxis £40**



AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've the kit.
★★★★★

### SKELETON KREW A1200
**Core £35**



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but who cares?
★★

### SLAMTILT
**21st Century £30**

AP60 90% TN
Four pinball tables - but on the Amiga. Not much (apart from the design of the tables themselves) to distinguish it from earlier releases by 21st Century apart from the fact that it's a bit better. Just one more go. Oh, please. I'll put the bin out in a minute. Just one more go.
★★★★★

### SOCCER SUPERSTARS
**Flair £30**

AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though.
★

### SPEEDBALL 2 CD32
**Renegade £15**

REVOLVER
SCORED

AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original.
★★★★★

### SPERIS LEGACY
**Ocean/Team 17 £30**

AP59 50% JN
Imagine, if you will, a graphic adventure a bit like a certain Nintendo favourite – but on the Amiga. It has an air of Japaneseness about its graphic style which is a joy to behold and many of the puzzles are pleasantly challenging. But an equal number are infuriating and arbitrary and the result is a merely average game.
★★★

### STAR CRUSADER
**Gametek £13**

SELECT
REVIEW
MENU
STATS
ESC
SKILL

AP59 17% SF
Uh-oh. Quite the worst blend of *Wing Commander* plot and *Elite* gameplay you could imagine. It may be cheap, but it's still not worth buying.
★

### STRIP POT AGA
**Guildhall £15 (A1200) £30 (CD32)**

AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.
★

### SUBWAR 2050 A1200
**Microprose £35 (£30 CD32)**

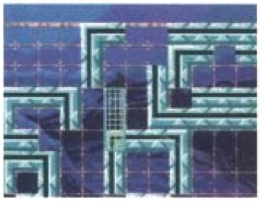
Forward View

AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though. Bah.
★★★★

### SUPER LEAGUE MANAGER AGA
**Audiogenic £30**

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners.
★★★★

### SUPER LOOPZ A1200
**Audiogenic £15**



AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)*z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off.
★

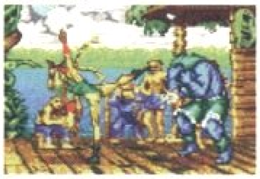
### SUPER SKIDMARKS
**Acid £25**

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

### SUPER SKIDMARKS CD32
**Guildhall £30**

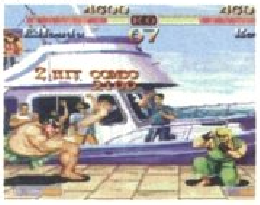
AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).
★★★★★

### SUPER SF2 A1200
**US Gold £35**



AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla machine.
★★★/★★★★

### SUPER SF2 TURBO
**Gametek £20**



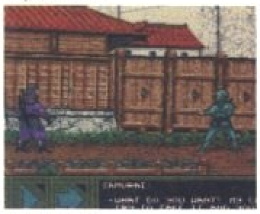
AP60 25% JN
In this case 'Turbo' means 'jerky animation (with missing frames to mess uip your timing), indecisive collision detection, and an absence of handicap and timer options'. To be fair it also means 'bigger graphics', by that's scarcely enough to make you want to buy it. ★

### SUPER TENNIS CHAMPS
**Audiogenic £25**

TENNIS CHAMPS

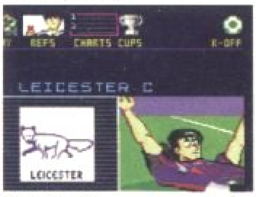
AP56 92% MA
Deliciously excellent sequel to the AP52 coverdisk *Tennis Champs*, with temper tantrums, play-affecting court types, 16 different characters, tourneys, net-clipping drop shots, replays and the FOUR-PLAYER MODE OF CHAMPIONS. No option to contest line-calls (annoying), no Vinnie Vega after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing hesiodic theogony that is AMIGA POWER can command – one of the most deep-down gosh-darned fun games we have seen during our mighty lives. The *Super Skidmarks* of tennis games.
★★★★★

### SWORD OF HONOUR
**Megatronix £20**



AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG. ★★

### TACTICAL MANAGER 2
**Black Legend £26**



AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches. ★

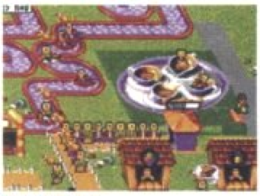
### TEAM
**Impact £30**
AP57 42% TN
Try-hard *Sensi* clone with customisable bits (a variably-evil ref springs neatly to mind) but which misses the point – players all run at the same speed whether they've the ball or not, for example, and it's incredibly difficult to control. Buy *Sensi* or *SWOS*, instead.
★★

CHELSEA 6
TOTTENHAM HOTSPUR 8

### TFX A1200
**Ocean £40**

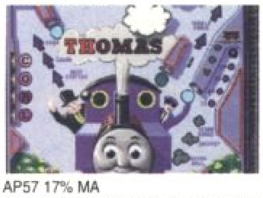
AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but ghastly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard.
★★★★

### THEME PARK A500
**Electronic Arts £35**



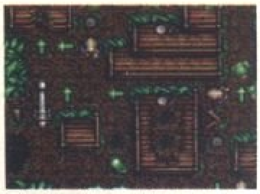
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

### THOMAS THE TANK ENGINE PINBALL
**Alternative £17**



AP57 17% MA
Amazingly poor pinny licence from the people behind *Pinball Mania*. "For children," which makes it all the worse as there's no excitement and no evidence of imagination. Instead of, say, making trains move around or the Fat Controller steal your ball, or something, you get to turn on lights and then some more. Of them.
★

### TIMEKEEPERS
**Vulcan £13**
AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down

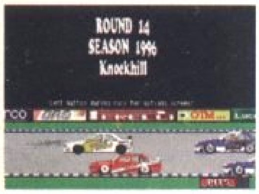


holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise. ★★★★

### TOTAL FOOTBALL
**Domark £30**

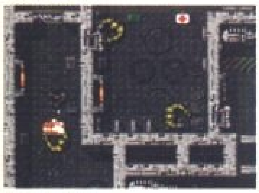
AP62 87% TN
A game that looks a bit like *FIFA* and has the playability of *Sensible?* An admirable intention, we thought, but surely one doomed to failure (it was cliché morning in the office). And yet... and yet... *Total Football*'s really a jolly good synthesis of the two. It's not quite a match for *Sensi*, but then nothing ever has been. What it is, however, is a good-looking and extremely playable football game.
★★★★★

### TOURING CAR CHALLENGE
**OTM £25**



AP53 3% SF
*F1 Challenge*, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

### TOWER ASSAULT
**Team 17 £20**

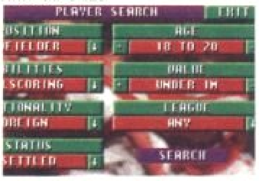


AP45 46% JN
*Alien Breed* was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

### TOWER OF SOULS A1200
**Black Legend £30**

AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

### TRACKSUIT MANAGER 2
**Alternative £26**



AP61 65% MA
Another football management simulation. Another wearisome set of statistics. Another chance goes (as they say, Brian) begging. Oh sure, you can't really blame games publishers for continuing to deliver very ordinary games like this when we continue to buy them, but a little bit of imagination would be nice every now and then. And it wouldn't hurt to make the statistics up-to-date would it?
★★★

### TURBO TRAX
**Arcane £30**

AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents. ★★

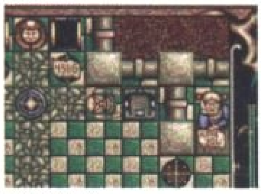
### UFO A500
**Microprose £26**

AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

### ULTIMATE SOCCER MANAGER
**Daze £30**

AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★

### VALHALLA – BEFORE THE WAR
**Vulcan £35**



AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. ★

### VIROCOP
**Renegade £26**

AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.
★★★★

### VIRTUAL KARTING A1200
**OTM £25**

AP55 80% PM
Technically astounding race game which biffs around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cuttles its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position *(Jockey For Position – what an episode of Pinky and the Brain that was. – Ed)* and driving off the track to fiendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas.
★★★★

### VITAL LIGHT
**Millennium £30**

AP48 11% JN
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid. ★

### VOYAGES OF DISCOVERY
**Kompart £30**

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

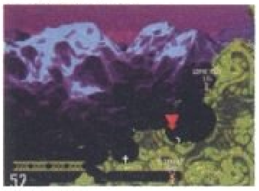
### WATCHTOWER
**OTM £30**

AP60 41% CW
A seriously flawed *Chaos Engine* clone with poor controls and poorer graphics. It's extremely heavy going and not really worth the effort. Frankly. ★★

### WORLD GOLF
**Apex Systems £15**

AP59 32% MA
If you're looking for a tedious computer golf game that seems to take longer to play as a round of real golf then look no further. This is it. It's not much to look at, either. ★

### WORMS
**Ocean/Team 17 £30**



AP57 60% JD
*Scorched Tanks*, but 'clever,' which loses it almost everything it had in the first place. Entirely unnecessary extra weapons! Random wind to make everything randomly harder to hit randomly! Exploding dead worms severely damaging, for example, the worms who killed them! Extraordinarily strung-out games where you comfortably outnumber your opponent but his remaining worm gets a go every time you move! Mind-crushing tedium with more than two players as you wait up to 15 minutes for your turn! Play serviceably using only the bazooka and grenades! Excellent tunnelling bits! Amiga Format have stopped playing it now. ★★★

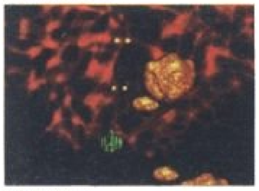
### X-FIGHTER CD32
**Thalion £TBA**

AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*.
★★

### X-IT
**Psygnosis £20**

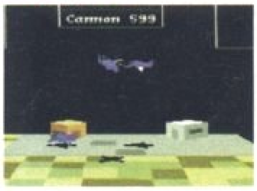
AP47 80% CW
*Soko Ban* for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★

### XP8
**Weathermine £20**



AP62 55% JD
It's a stupid name for a scrolling shoot-'em-up, but *XP8* has its heart in the right place. Unfortunately it doesn't quite live up to its own good intentions and is, well, a little bit dull. Everything's there that ought to be, from spaceships and aliens to power-ups and asteroids, but the game just doesn't quite excite. Shame that. ★★

### ZEEWOLF
**Binary Asylum £30**



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

### ZEEWOLF 2
**Binary Asylum £30**

AP58 90% (65% A500) CW
Still the excellently excellentest chopper blast game, sprucer than the original, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Remote link vehicles are the just-enough-to-justify-the-2 Sequel Gimmick (drive a tank! Pilot a boat! Etc!) but they're not properly exploited, and there are some foolish annoyances (being bounced between buildings, the fantastically fantastic mid-air chopper battles being dropped for limited-ammo missions later on) which make you wave your fist a bit. ★★★★★

# THE RIGHT PROFILE

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future

**He's been around for years, keeping us all informed and on our toes, but what lies behind that smooth facade, AMIGA POWER?**

**What do you believe in?**
Truth above all.

**What's the first thing you said today?**
"Hey, I'm still 60 pages." *(Except it's 52. – Ed.)*

**Who's your favourite historial figure?**
Frieda Schulgrigg. She bluffed her way into a schoolteacher's job in 1872 and just made it up as she went, baffling generations of pupils. When they eventually caught her, they kept her on because her version of things was better. That's stylish.

**What's your Number One object of desire?**
Death.

**What do you have in your pockets?**
Except they won't do it, of course. Officially, I can't be closed because it would make two accountants redundant. Funny – you always think they'll afford you a little dignity in the end. Still, mustn't grumble. Who else would review games thoroughly and fairly? And the eight-page features are fun. *(Except it's now six. – Ed.)*

> "Because her version of things was better"

**What happened to Spodland?**
Hey – d'you remember that joke about deliberately getting me closed down rather than being dragged out to 36-page issues? Back in issue 50 or thereabouts, I think. Great days. Not as great as the Matt Bielby Golden Age, of course, but great nevertheless. Sorry. Miles away.

**Are video games killing pop music?**
Five pieces of paper with my jokes on, an unfinished plan of the Four Cyclists' Guide to the Apocalypse, the world's biggest yo-yo, a photograph of me aged zero and a receipt for a bag of satsumas – the Fruit Of Champions. No, I'll have to skip a few.

**What's your favourite planet in the solar system (except Mars)?**
Mars.

**What's the nicest thing anyone's ever said to you?**
"You were right."

**Who was the PR representative who wished you dead in AP43?**
Keith Smith of Millennium. Bless him. The man's a brick.

**What one thing do you think would improve the software industry?**
Playtesting.

**When did you last break the law?**
As the mightiest computer games magazine ever conceived by human beings, no law can bind me.

**Who would play you in a movie of your life?**
Bruce Campbell.

**Have you any unrealised ambitions?**
Not really. Veni, vidi, I disseminated essential information, and all that.

**What would your epitaph be?**
"First, there was AMIGA POWER. And now there is no more of it."

## CURRICULUM VITAE

FULL NAME: AMIGA POWER.
ADDRESS: 30 Monmouth Street, Bath BA1 2BW
And anywhere the MALIGNANT MAYOR OF THE SULPHUROUS SUBURBS peddles his falsehoods.
DATE OF BIRTH: 19/1/91
MARITAL STATUS: Single

I was dropped as a sprog in January 1991, although my first issue didn't appear until April 25th. (Spook!) Fresh out of uni, I was still rebelling against my public school upbringing, so I championed anarcho-syndicalism for a while and hung out with loads of pop pals and media celebs. Don't let anyone tell you any different – Dexter Fletcher's lovely. I even released a couple of records in Germany. I'd've become a pop journalist, but it wasn't more important to me than being a computer games magazine (I've never put ambition above doing something I like) so I shaved off my beard and ponytail (which left me looking like Morrissey for a time), kicked the bottle-of-gin-a-day habit and rationalised my contextualising.

Ask any of my friends and they'll agree I'm a gentleman. You'll never see me work for a software company or plan to run an adult mag. But I don't suffer useless cretinous morons gladly and will call such men oafs. Occasionally I've acted boorishly, as if I'd been forced to mightiness and had no intention of rising to the honour, but I've pulled through and can say the 0891 rackets and dogfood-eating bets are all behind me now. And hopefully I've seen the last of the stalkers.

I've changed over the years, but, ironically, even as the Leaflet With Attitude, I sit around for the first three weeks of an issue waiting for the games to come in. The pressure really squeezes on deadline, and the best way to beat it is to loose 18 shots from a Stayr BB gun into a wife-beater's photograph to the thundering accompaniment of (I'm Going To Leave) Old Durham Town. I love animals, and after an issue's finished I'll put my cat on my lap and veg out with my huge collection of Doctor Who tapes, or hunt pith-helmeted hunters for my hippo to bite in half. Hobbies include dabbling in archaeology – for example, I've proved the link between penguins and dinosaurs – and stonemasonry, although I gave up practising the black arts in favour of making collages of 20th century pop icons. You can see my influence everywhere, from American mags to monthlies that think white space and right angles are a groovy idea four and a quarter years after I tired of them. Oh, and I know Trevor Gilham. Switching to 14,4 – MNP 5. Goodnight everybody! Until next month, of course.

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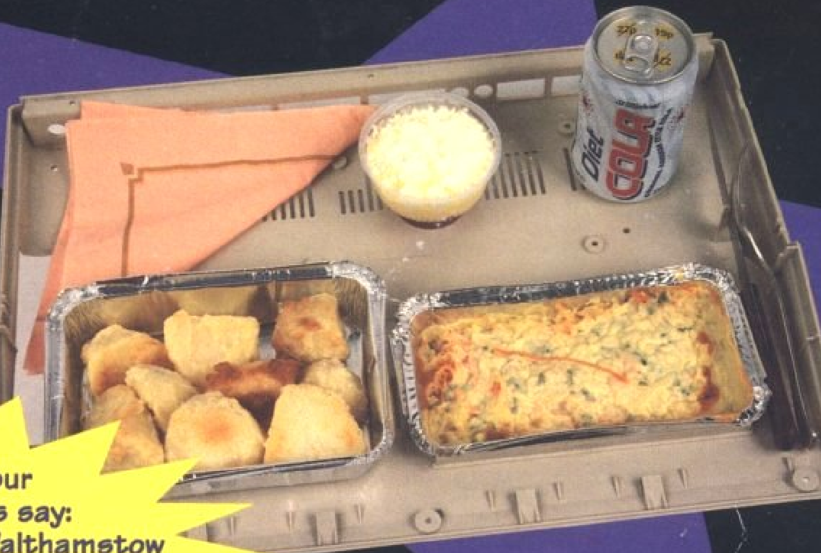

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